

FIG. 1

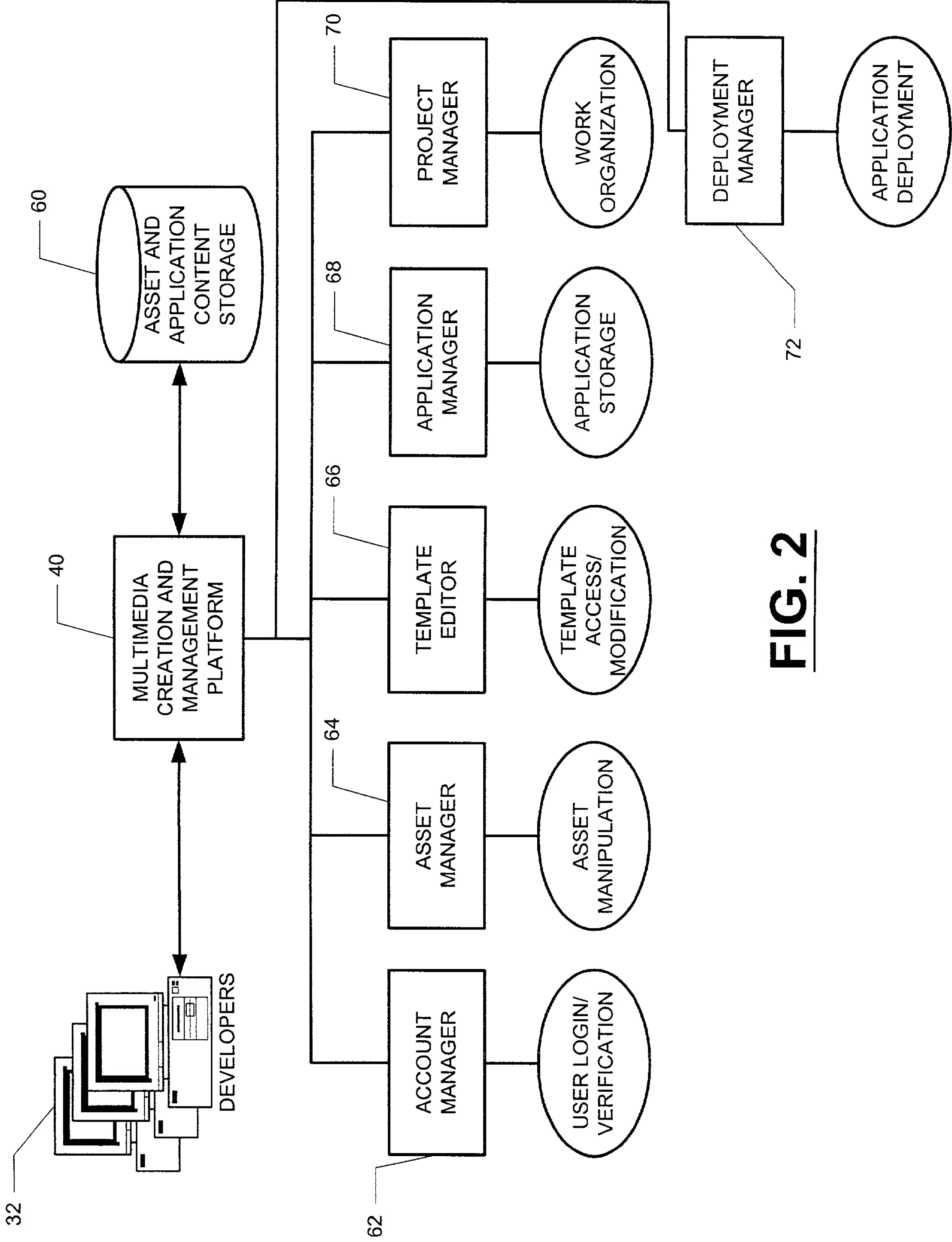


FIG. 2

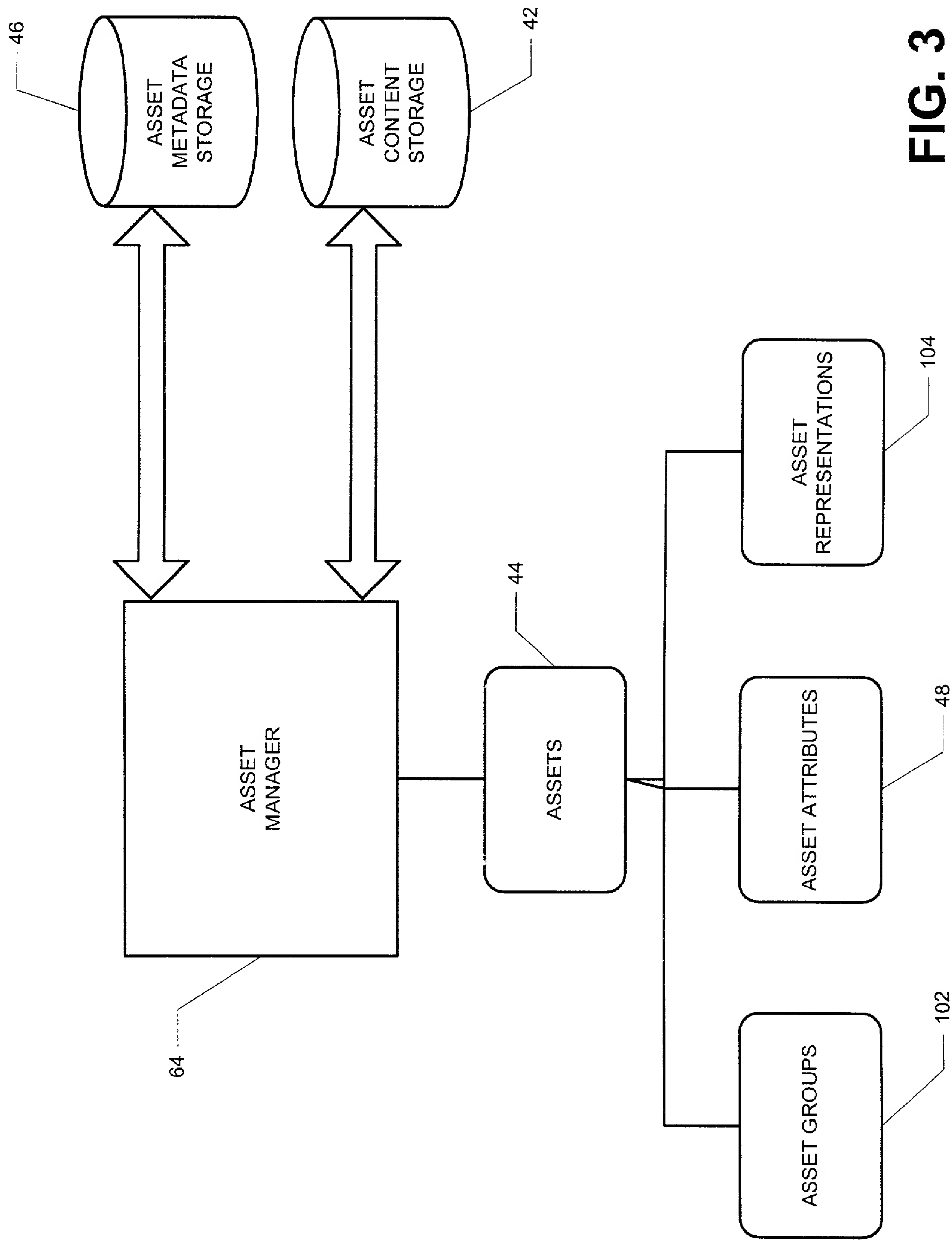


FIG. 3

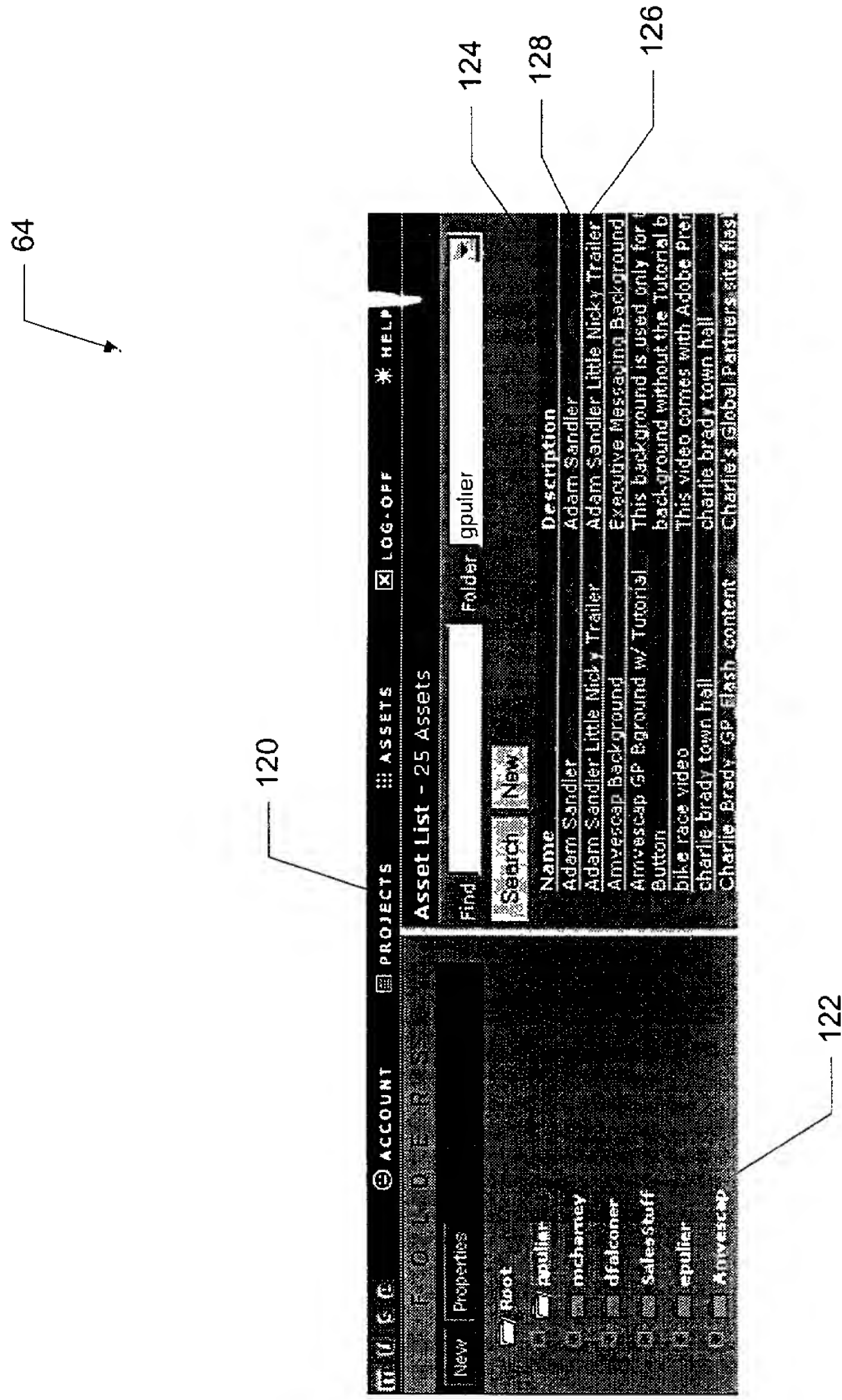


FIG. 4A

Asset Editor

64
ID: 1093

140

Asset Information	
Current Status	Approved
New Status	<input type="text"/> Notes
Folder	gpulier
Asset Name	Adam Sandler
URL	Unmanaged asset only
Asset Type	Image
Active Date	11/10/2000
Expiration Date	12/31/2100
Description	Adam Sandler
Keywords	

Existing Representations		
Type Language	Bandwidth	File Type
URL (n/a)	(n/a)	Jpeg Image
		Preview
		Remove

142

144

FIG. 4B

64

160

Entity Editor

Entity Information

Entity Location /

Entity Name jdoe

Current Users

Name	Rights	Remove?
Law, Brett	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Pulier, Greg	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator
Hannon, Vaughn	<input checked="" type="checkbox"/> Read <input checked="" type="checkbox"/> Write <input checked="" type="checkbox"/> Delete	<input checked="" type="checkbox"/> Administrator

New Users

User ID	Rights
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read <input type="checkbox"/> Write <input type="checkbox"/> Delete <input type="checkbox"/> Administrator

Save

New

Delete

FIG. 4C

User Defined Field Editor

Field Name

Album

Description

Album Details

Type

Text

Max Size

100

Save

New

Delete

64

180

FIG. 4E

64

194

Existing Representations

Type	Language	Bandwidth	File Type	Remove
URL	(n/a)	(n/a)	Jpeg Image	Preview

New Representations

Type

Image
Video
Animation
Small Thumbnail
Large Thumbnail
Original Asset
Transcript
Audio Clip
Document
Other
URL

Language

(n/a)
(n/a)
(n/a)
(n/a)
(n/a)

File

[Browse...](#)
[Browse...](#)
[Browse...](#)
[Browse...](#)
[Browse...](#)

Asset History

User	Event	Notes
Pulier, Greg	Created	
Pulier, Greg	Approved	

1/16/2001 11:15:07

Save

New

Delete

192

190

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs

FIG. 4G

66

200

ABOUT

components

generic image video flash generator
viewpoint button text T scrolling

tools

Components

properties

Name	Value	M
Name	stage	
Width	858	
Height	747	
Background Color	#393b45	
Background Image		

behaviors

add + edit - delete - edit -

Event	Target	Property	Val	M
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frames

202

204

206

FIG. 5A

222

224

220

tools

Components Video 3

properties

Name	Value	M
Component Type	Video	
Label	Video 3	
Left	588	<input checked="" type="checkbox"/>
Top	107	<input checked="" type="checkbox"/>
Width	263	<input checked="" type="checkbox"/>
Height	263	<input checked="" type="checkbox"/>
Z Index	0	<input checked="" type="checkbox"/>
Visible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
File Name		<input checked="" type="checkbox"/>
Auto Start	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Show Controls	<input type="checkbox"/>	<input type="checkbox"/>
Use MPH	<input type="checkbox"/>	<input type="checkbox"/>
Auto Size	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Expand To Fit	<input type="checkbox"/>	<input type="checkbox"/>
Volume		<input type="checkbox"/>
Controls	> <input type="checkbox"/>	

FIG. 5B

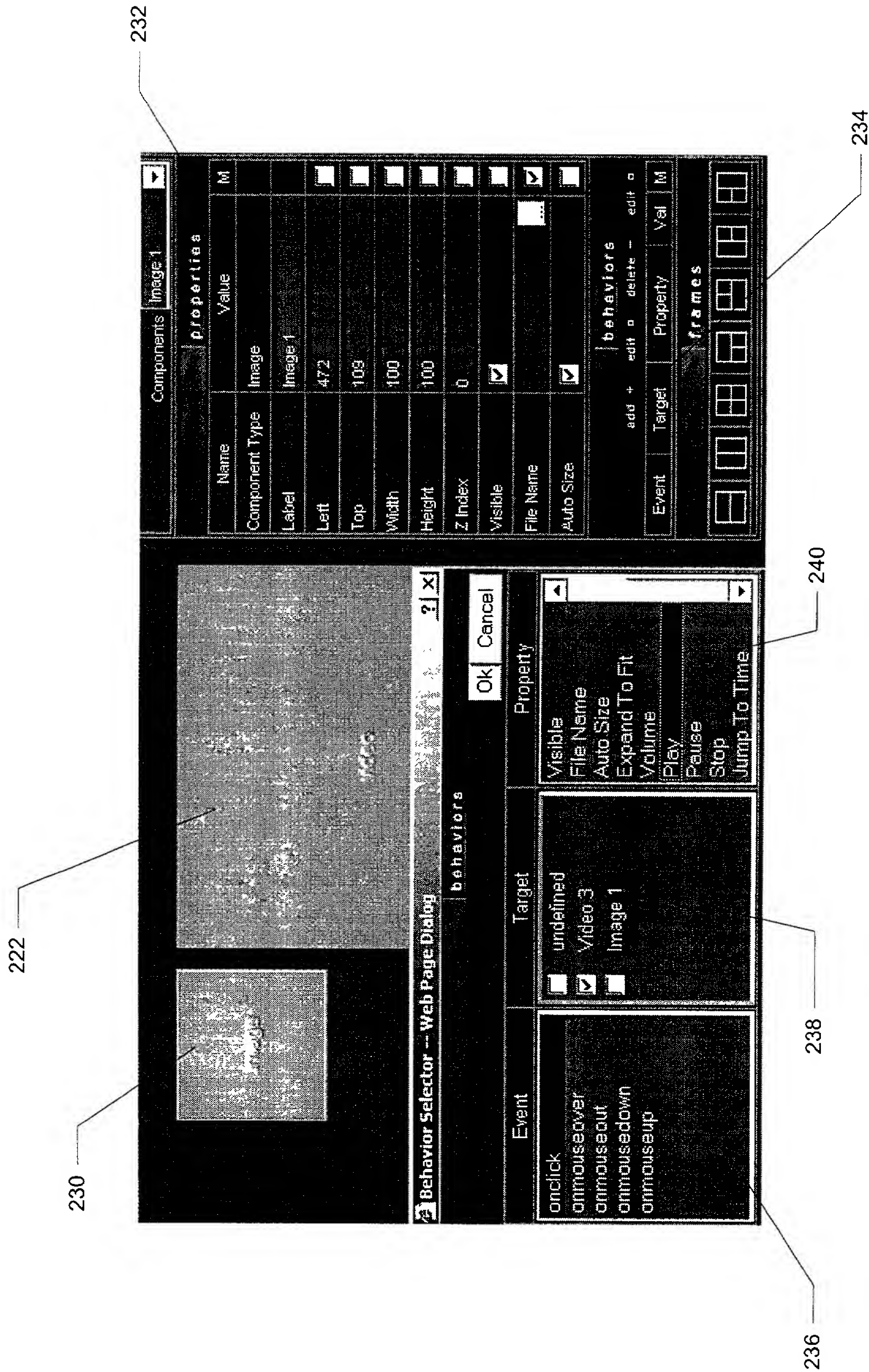


FIG. 5C

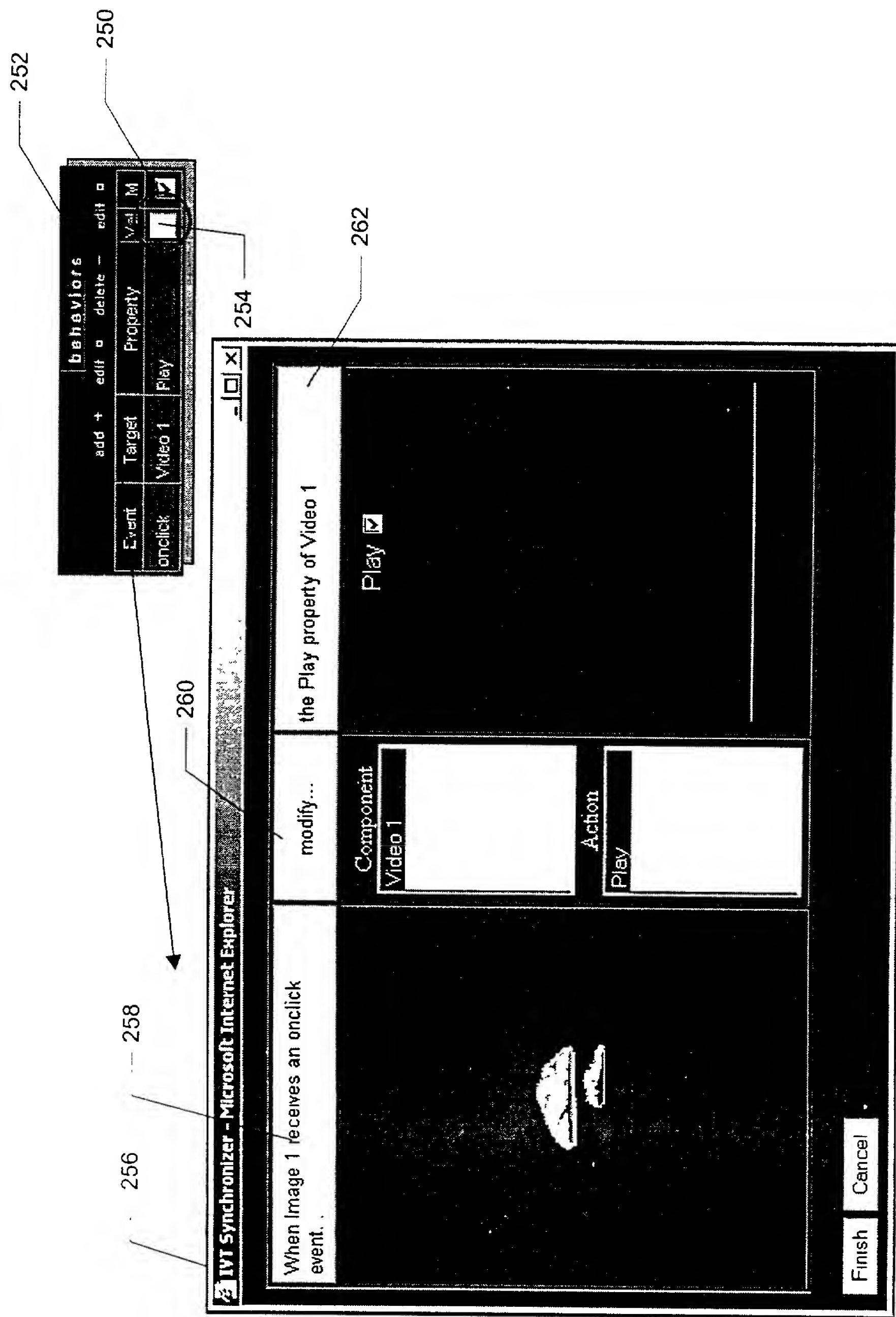


FIG. 5D

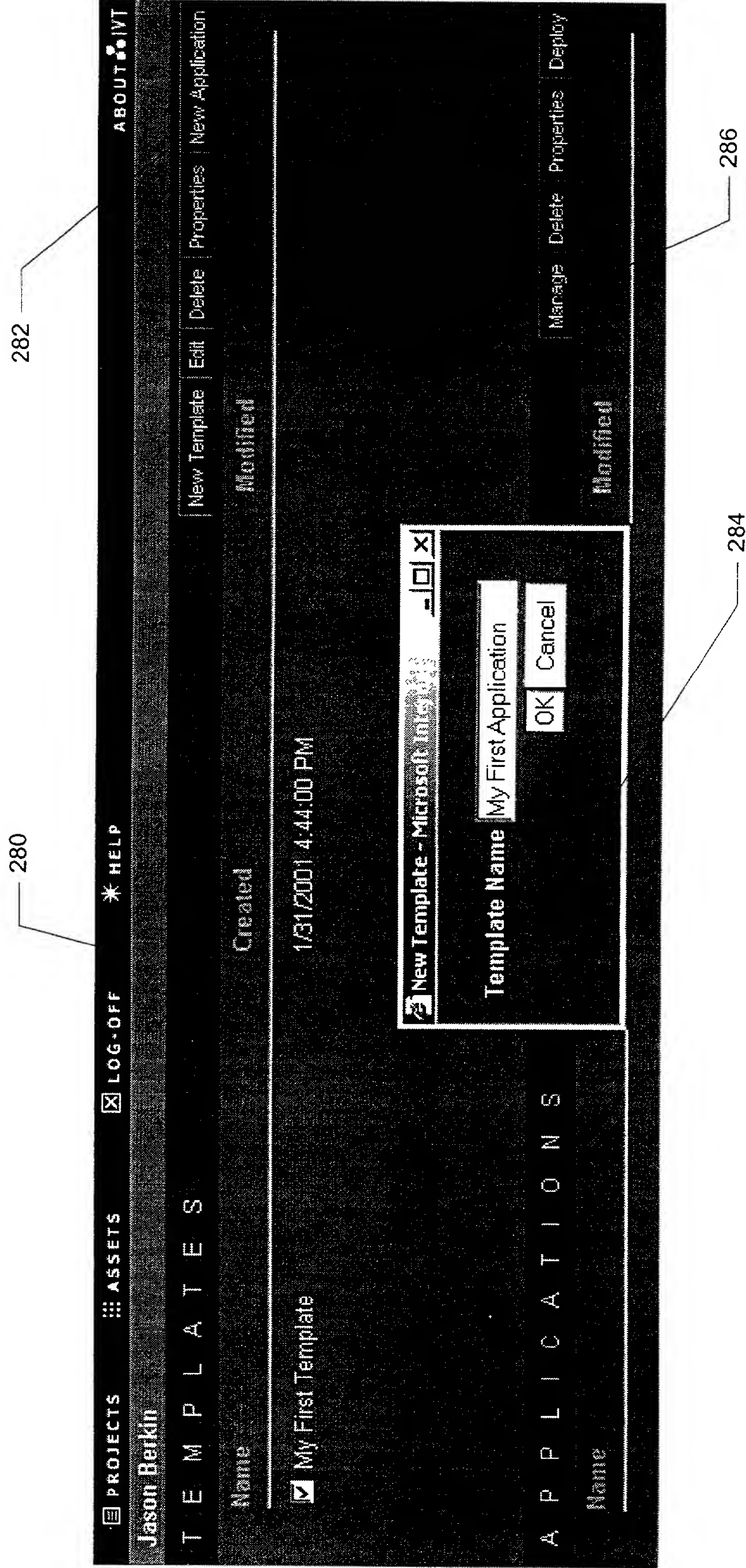


FIG. 6A

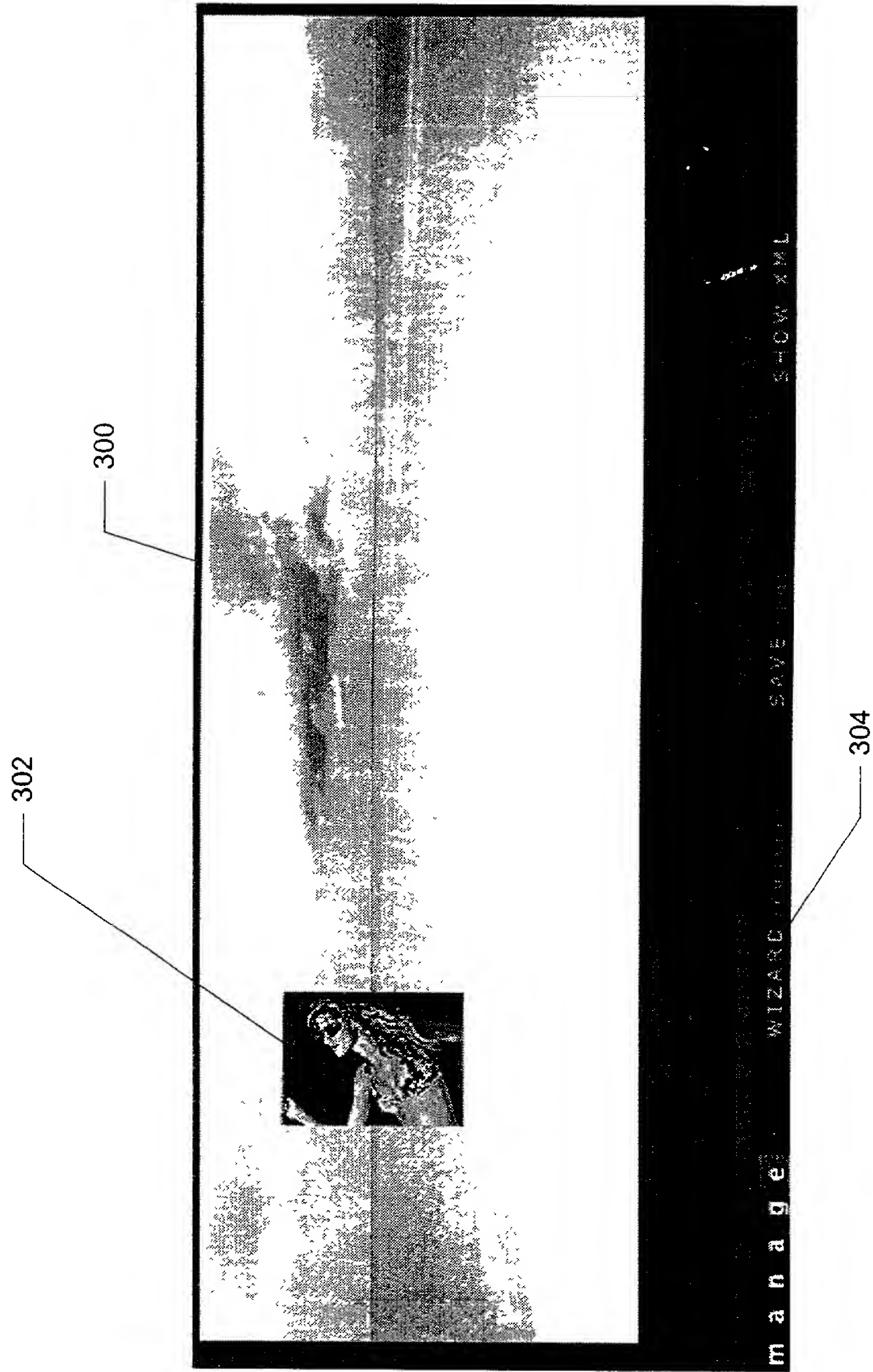


FIG. 6B

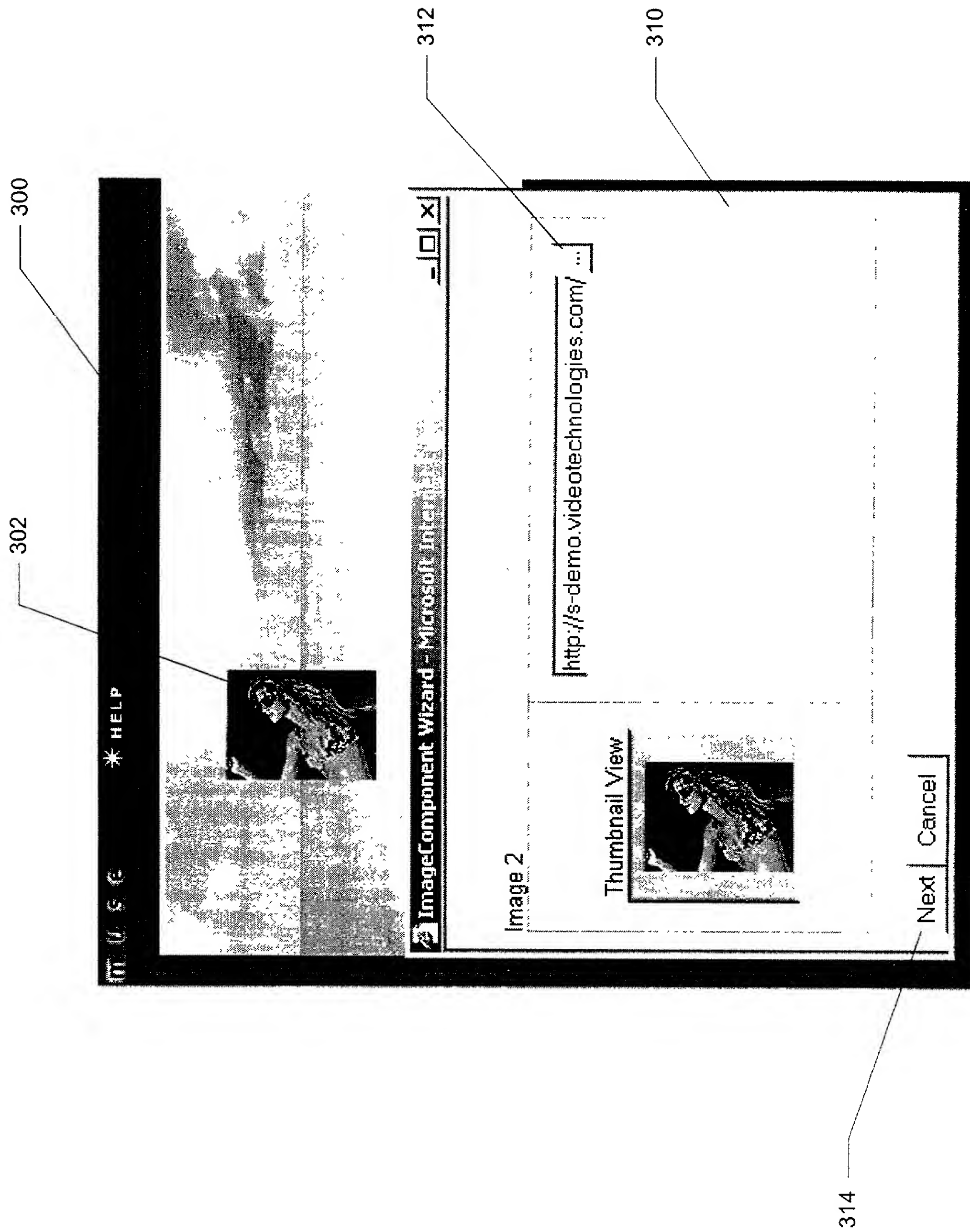


FIG. 6C

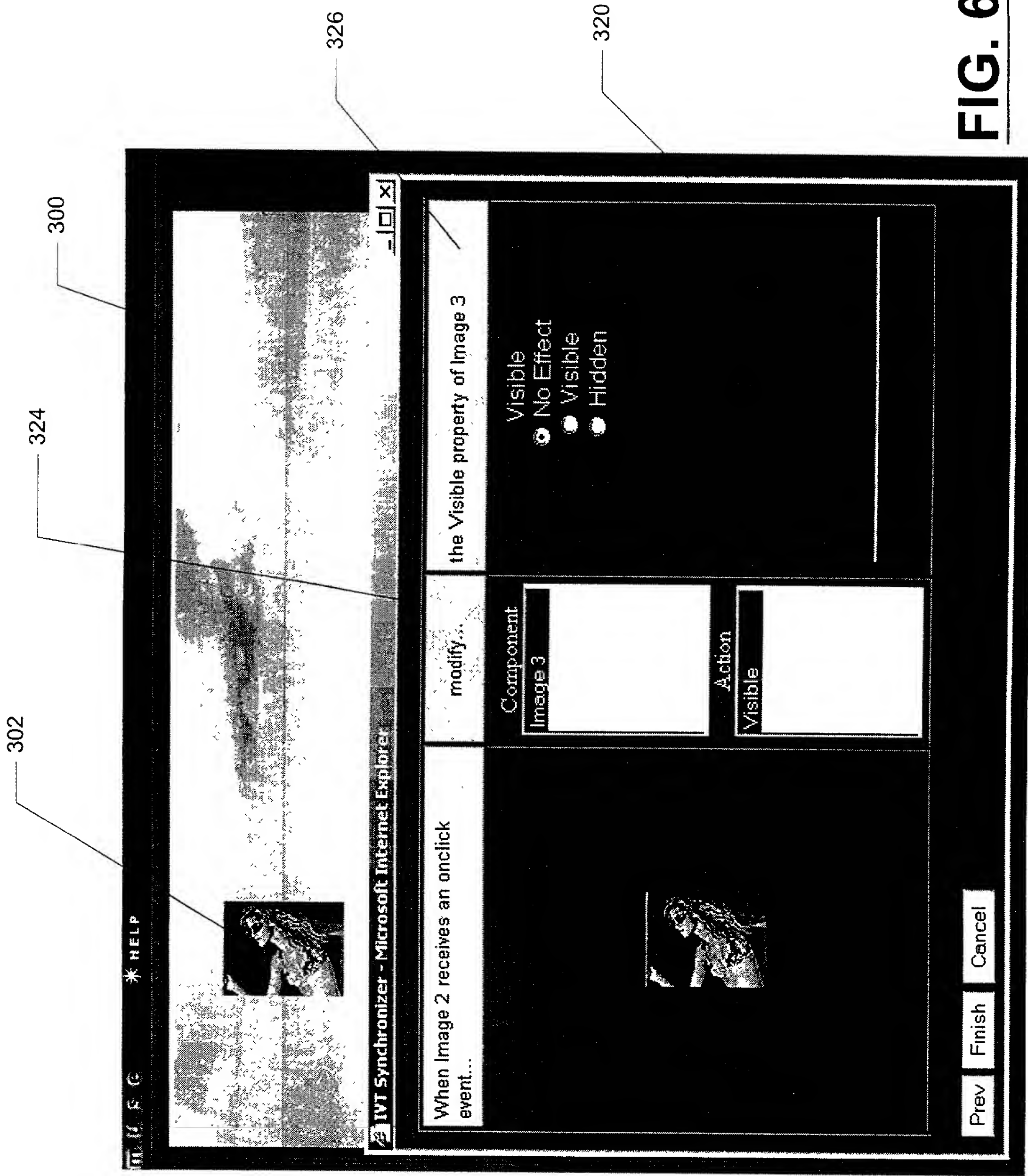


FIG. 6D

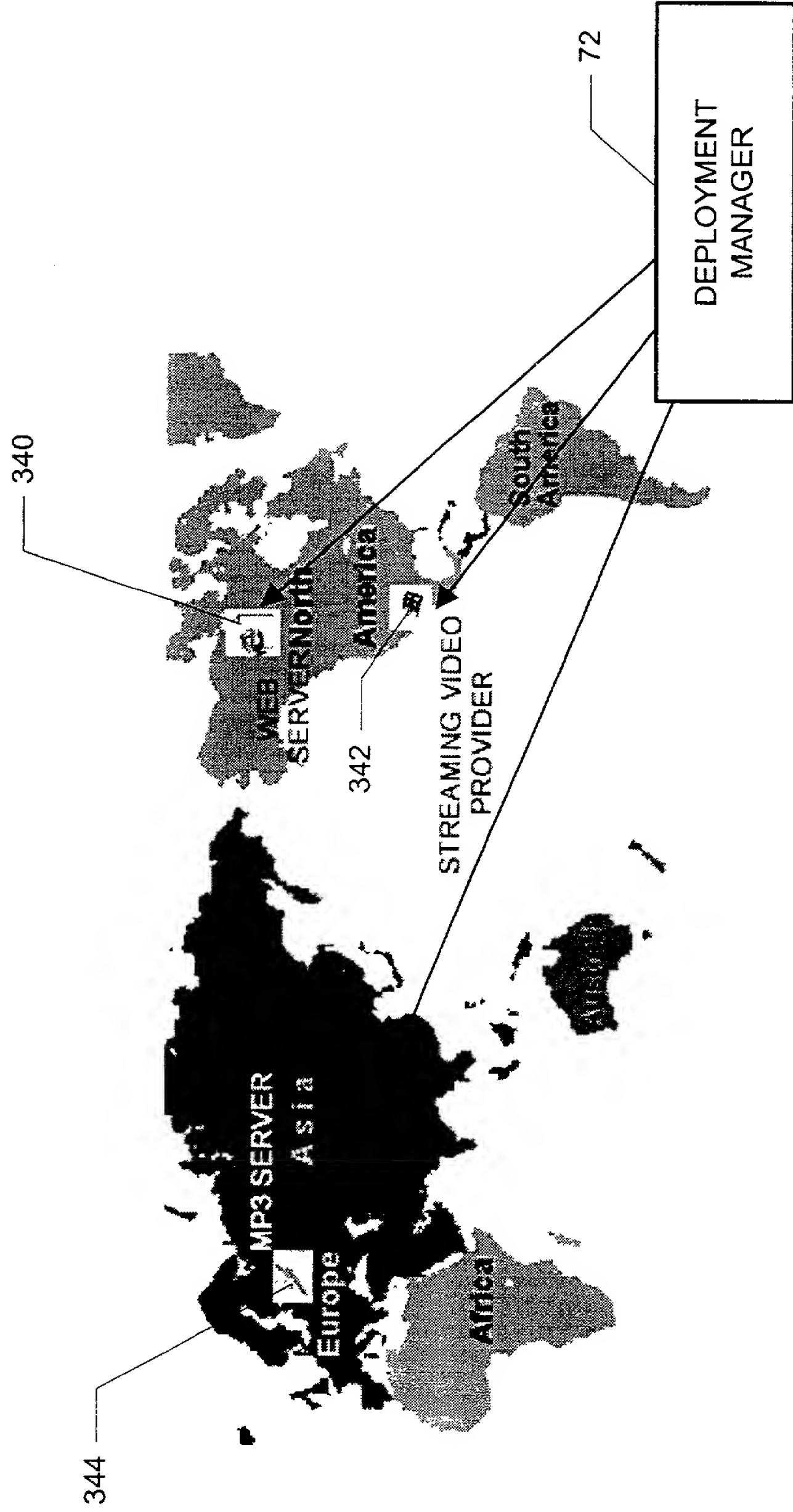


FIG. 7A

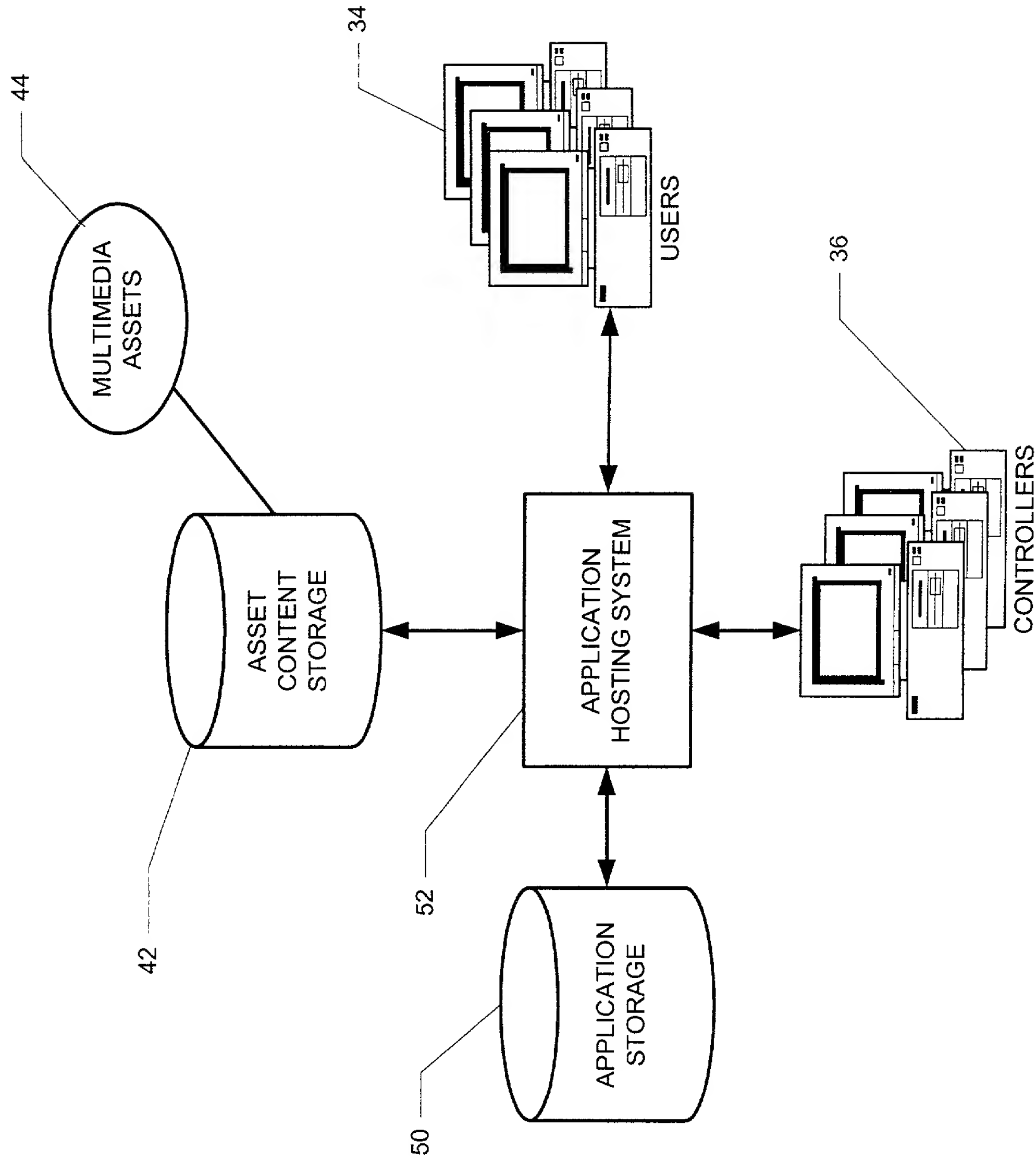


FIG. 8

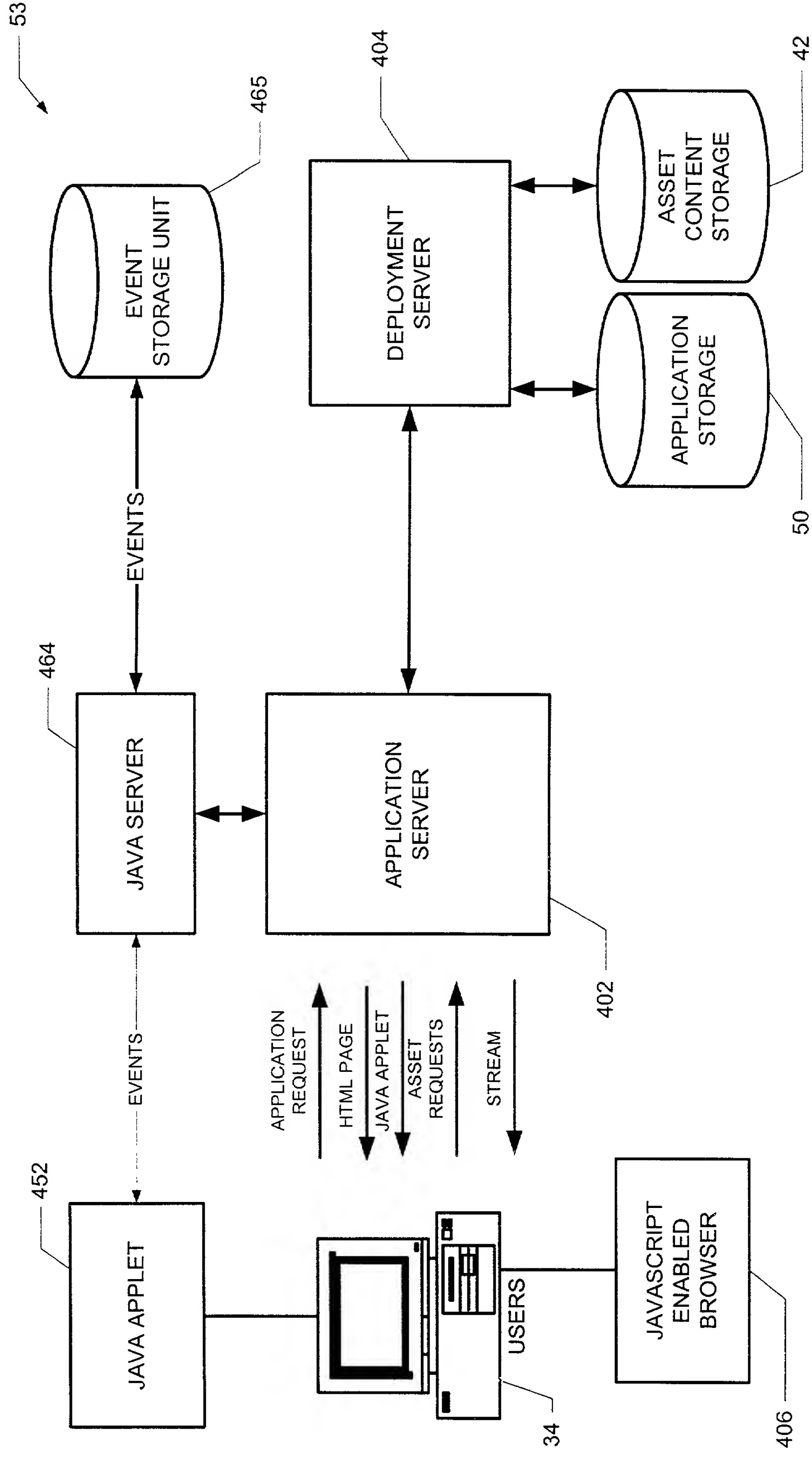


FIG. 9A

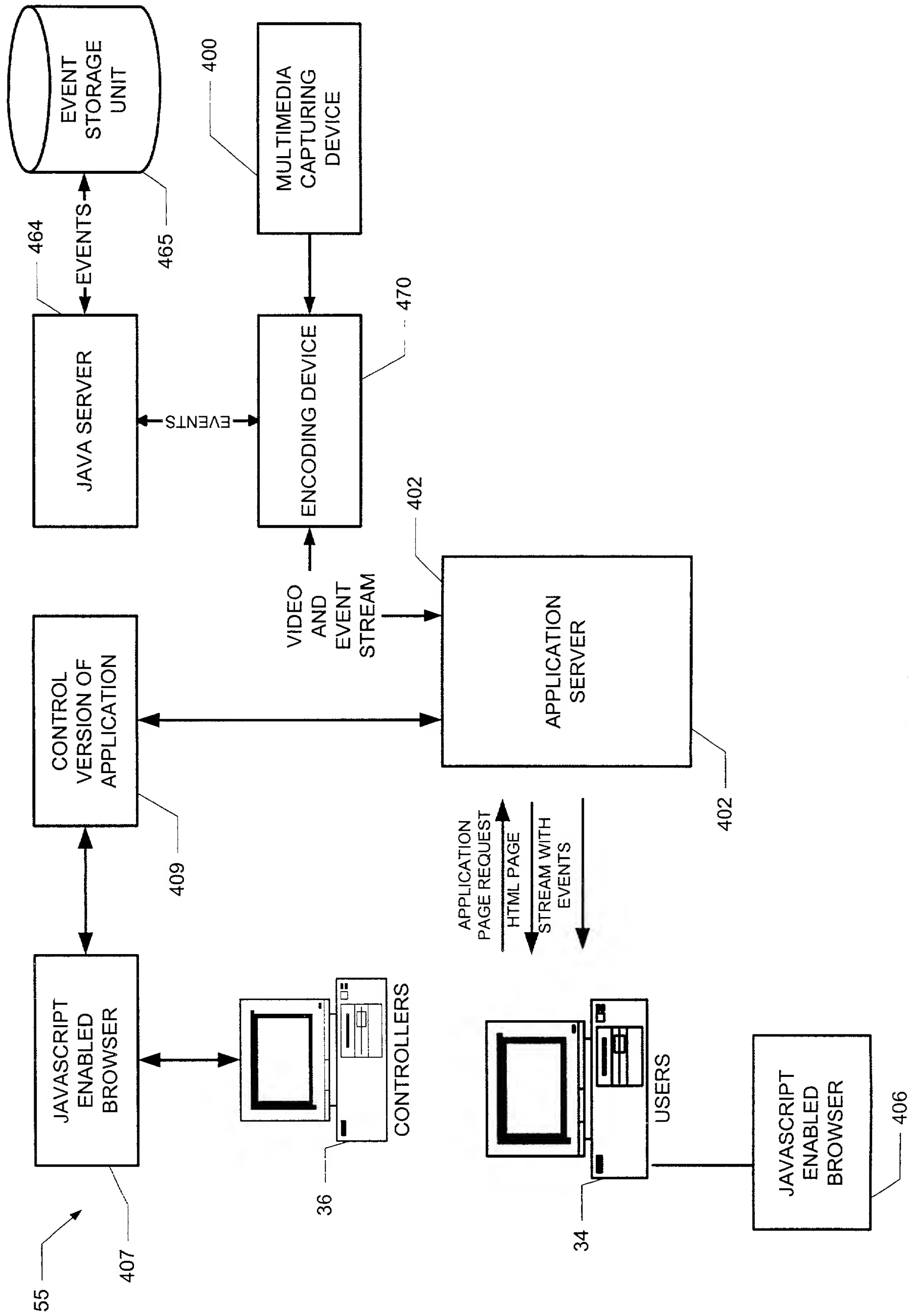


FIG. 9B

Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{baseTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10

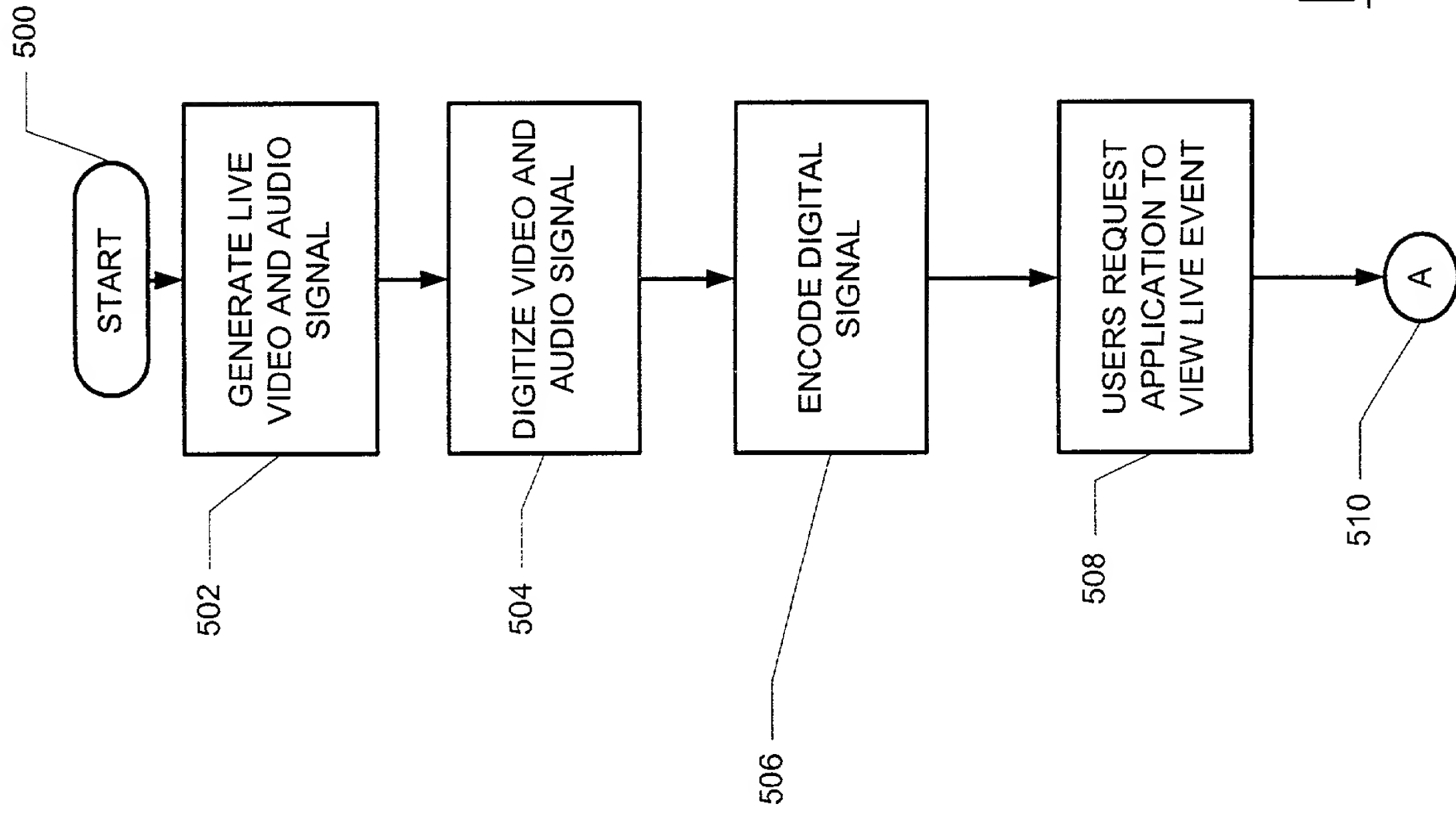


FIG. 11A

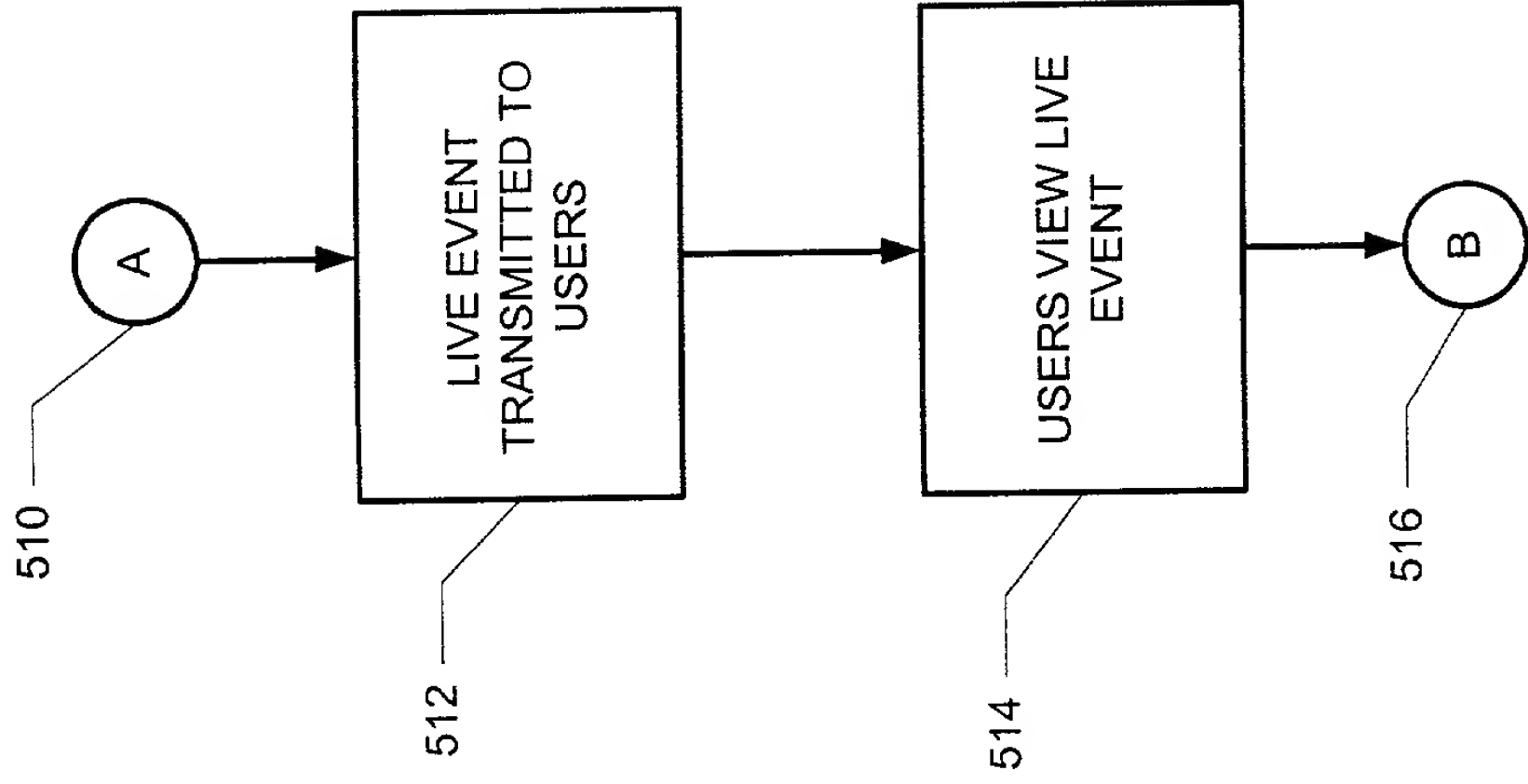


FIG. 11B

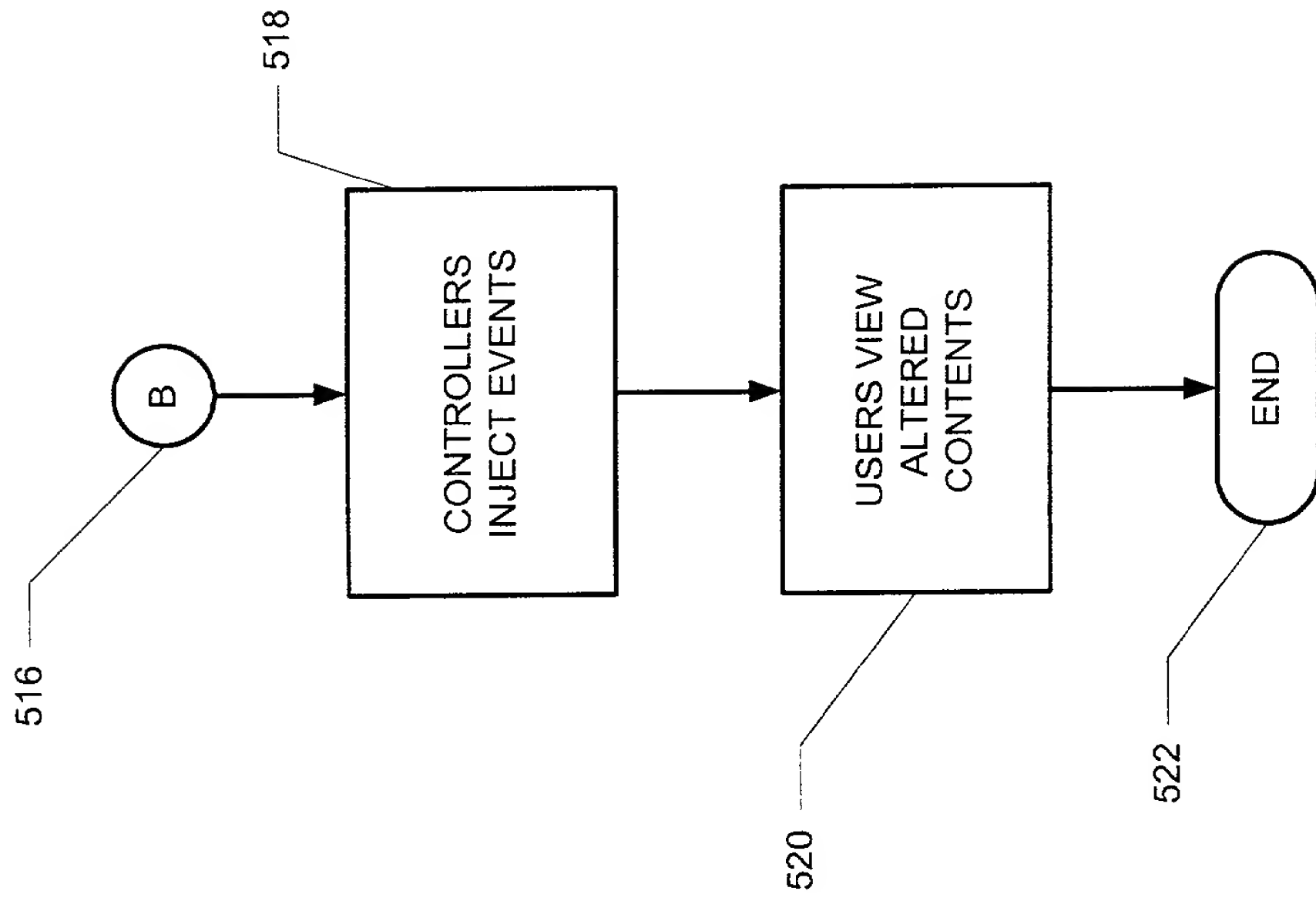


FIG. 11C

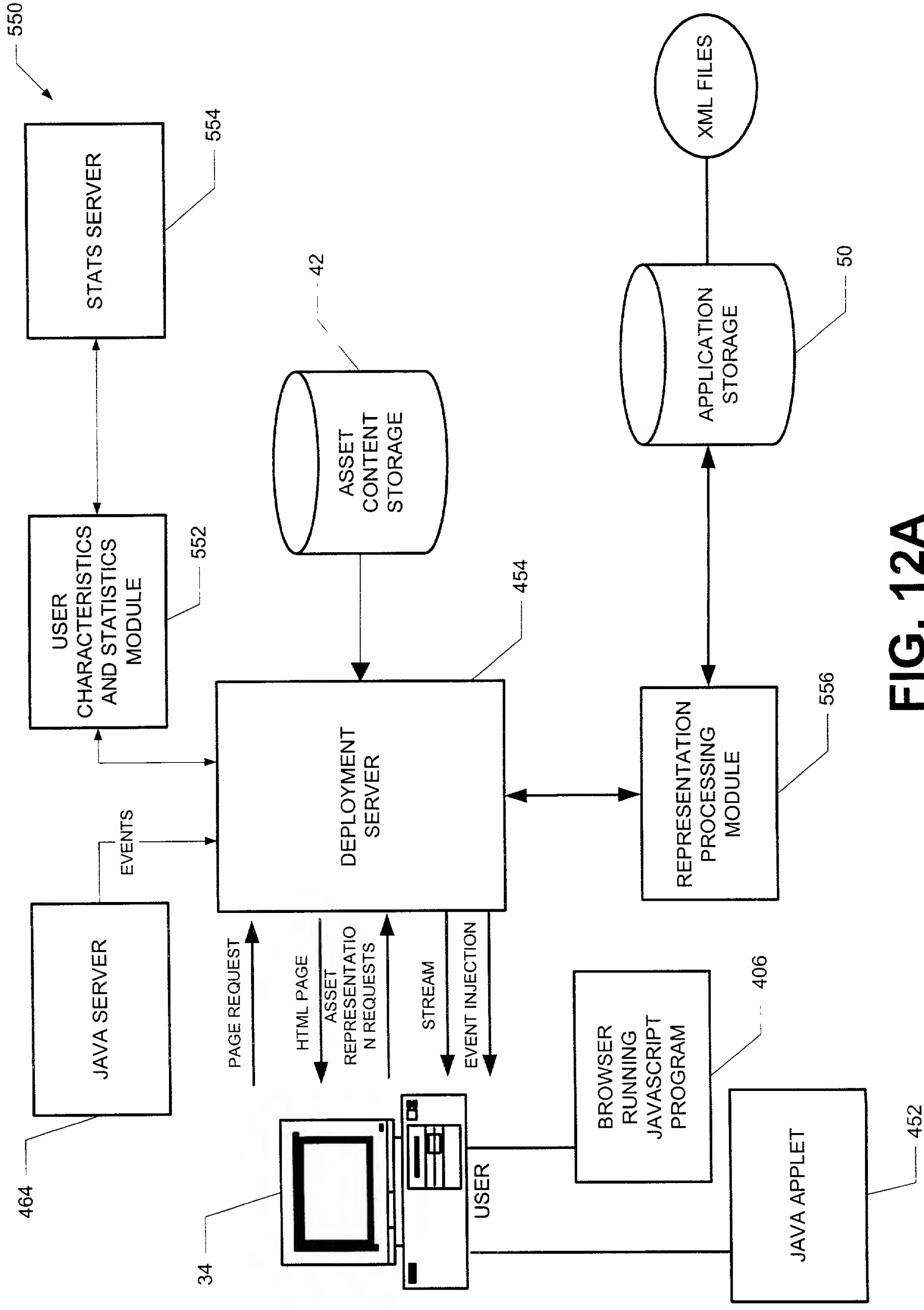


FIG. 12A

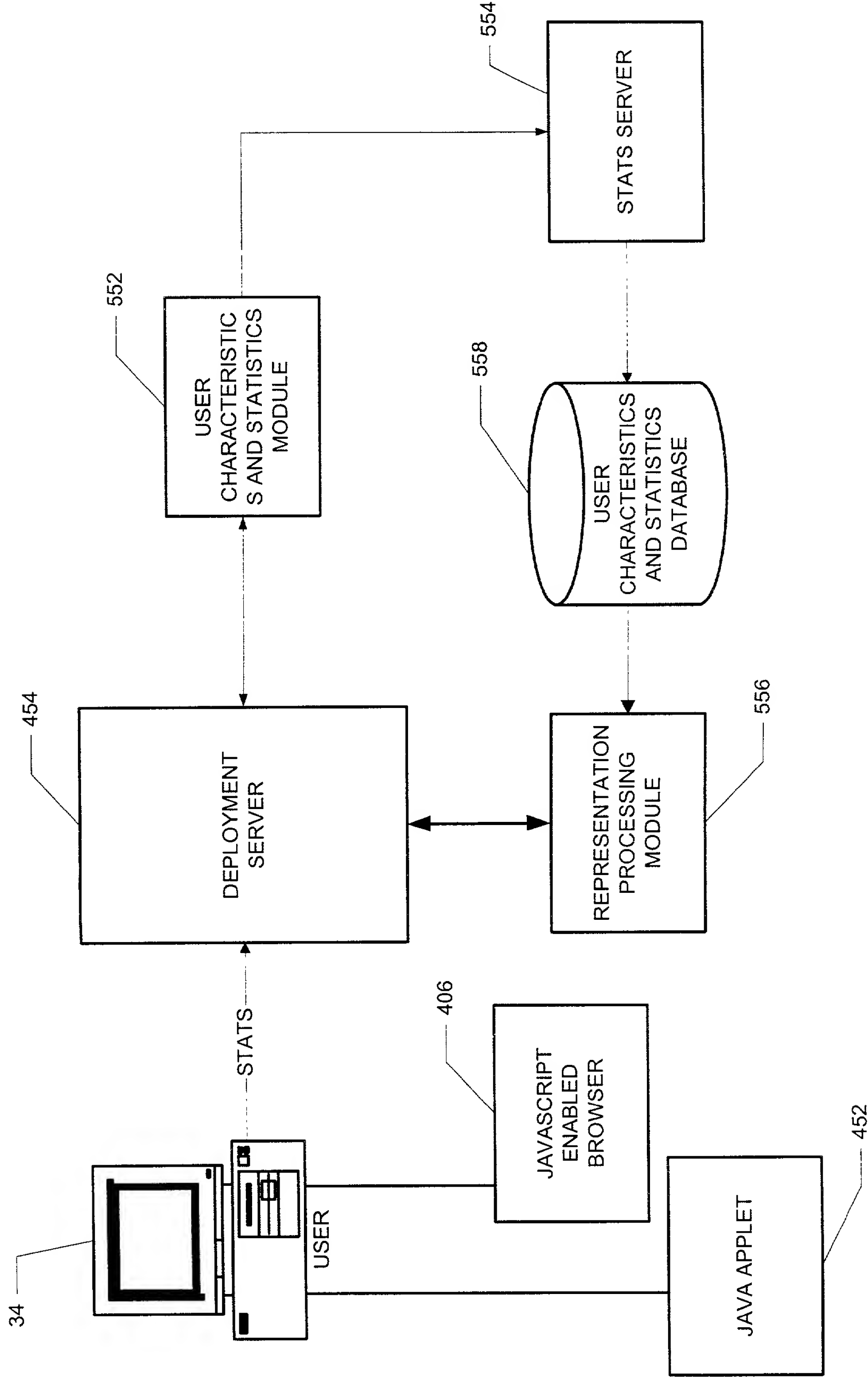


FIG. 12B

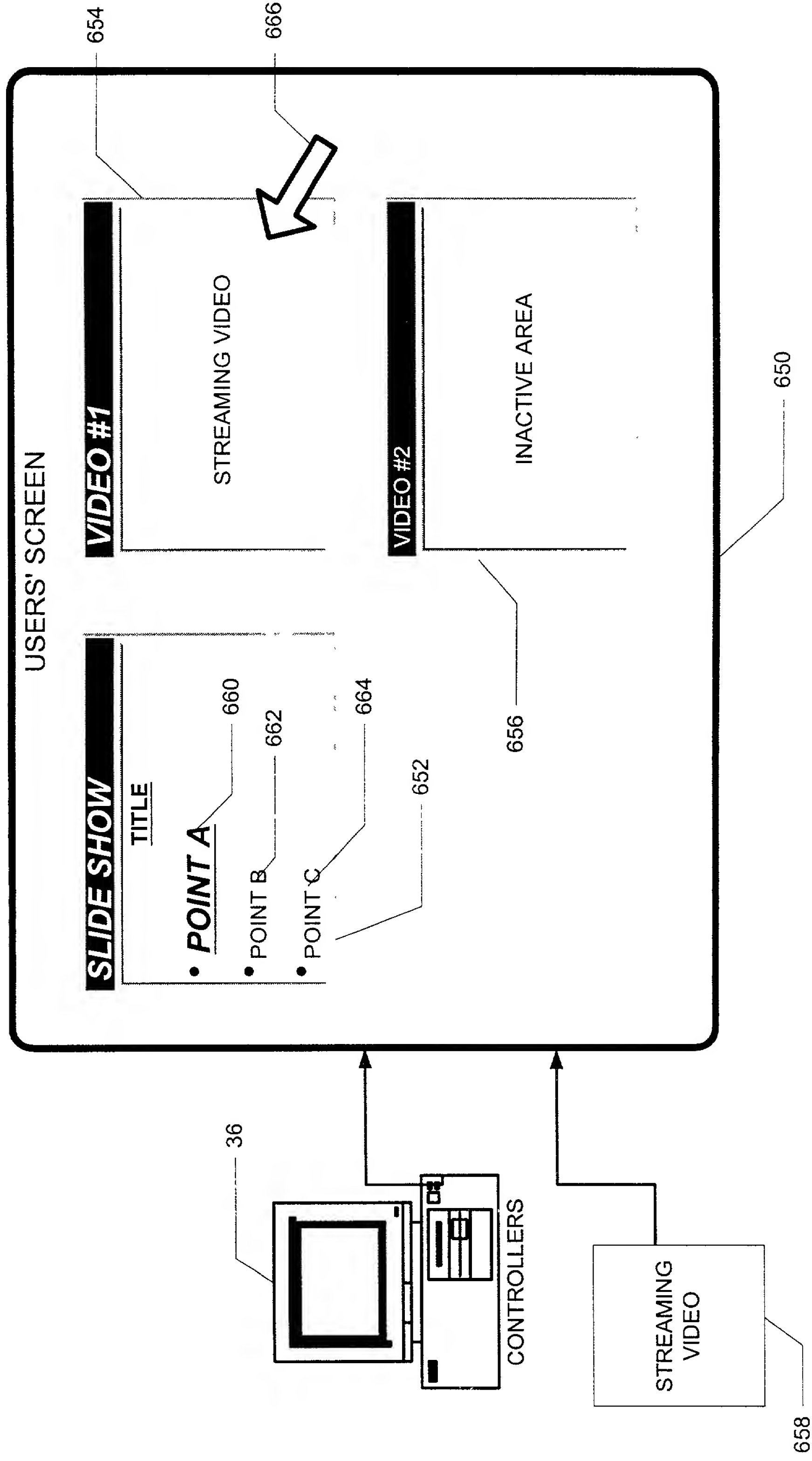


FIG. 13A

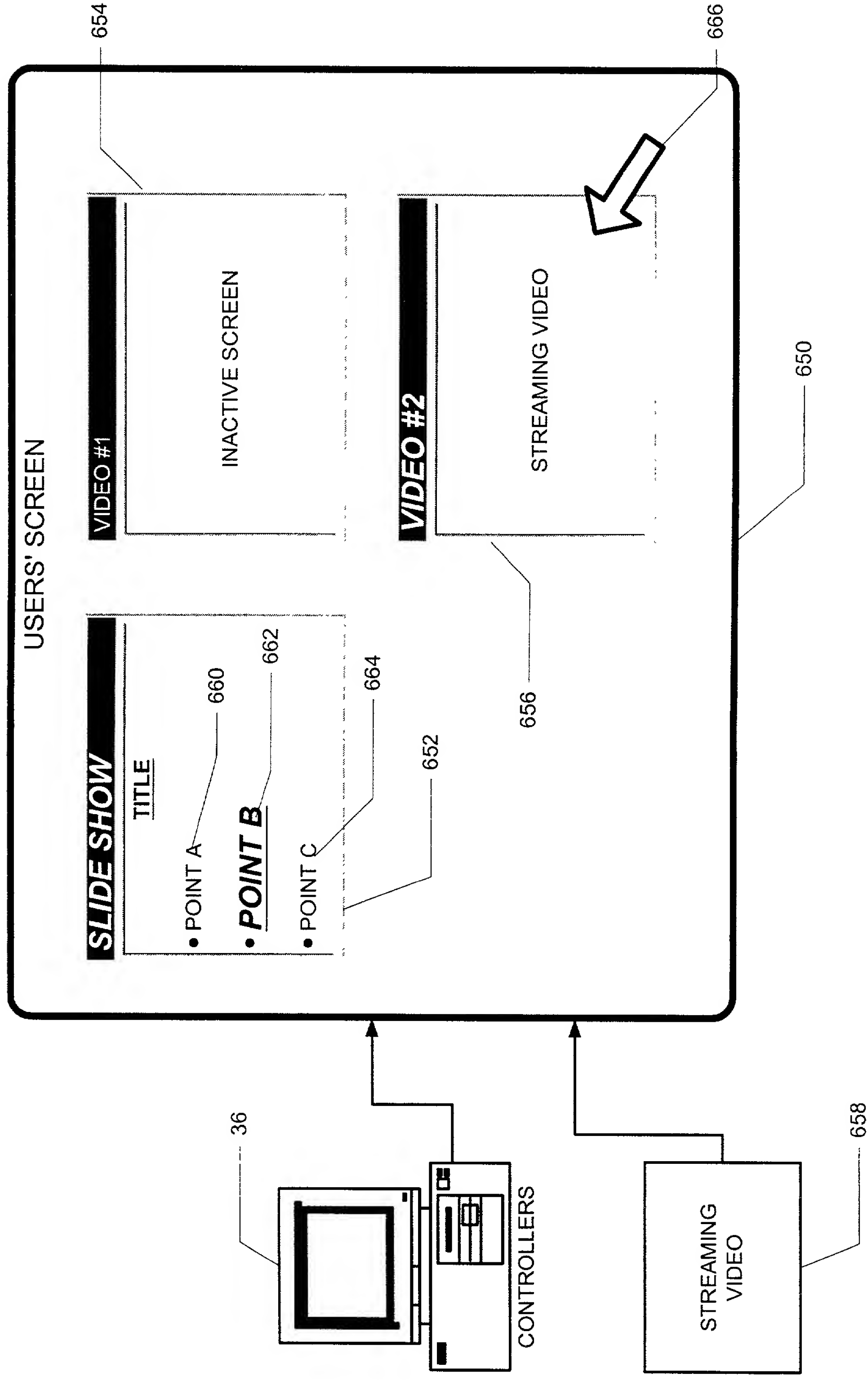


FIG. 13B

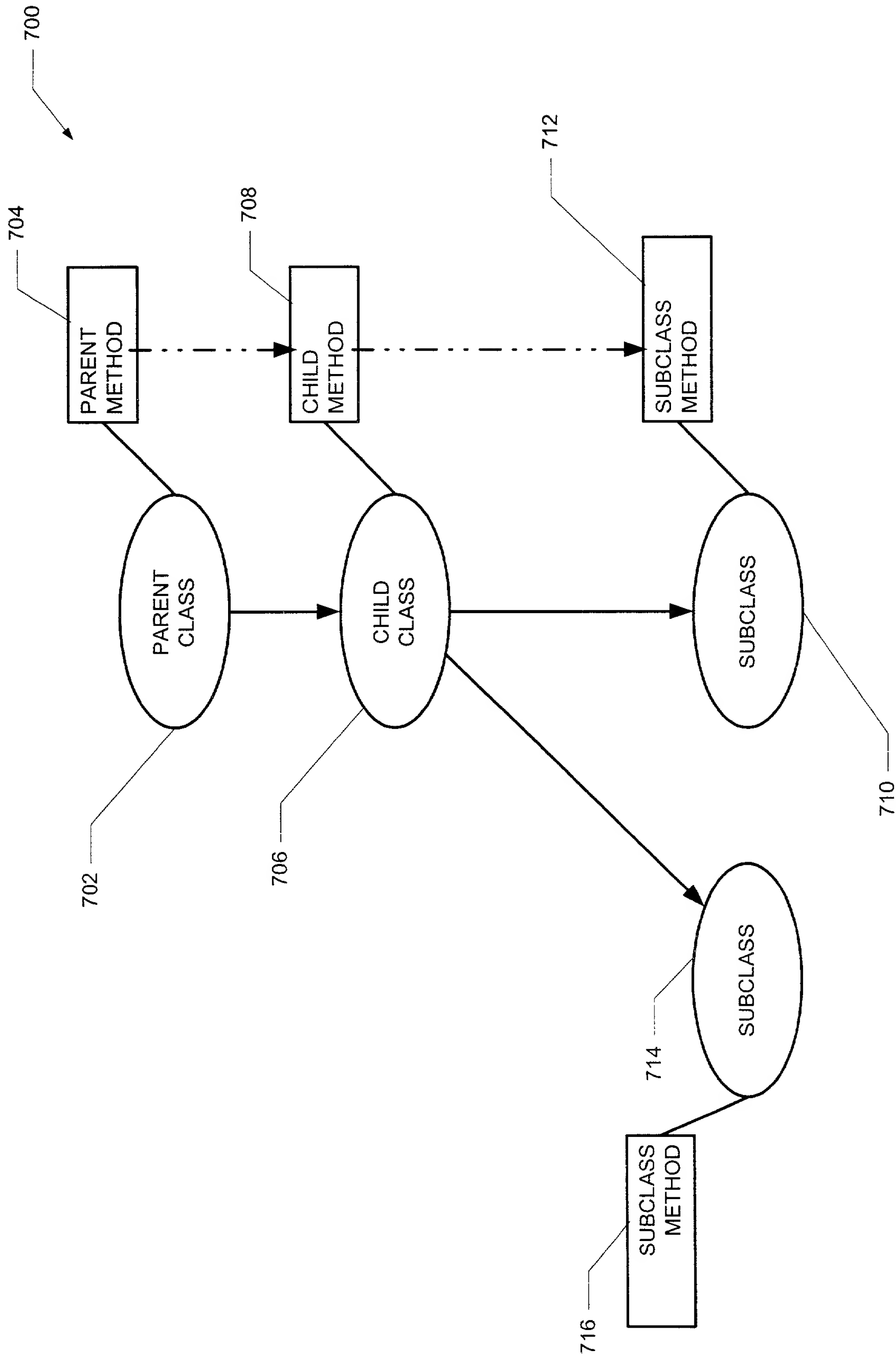


FIG. 14

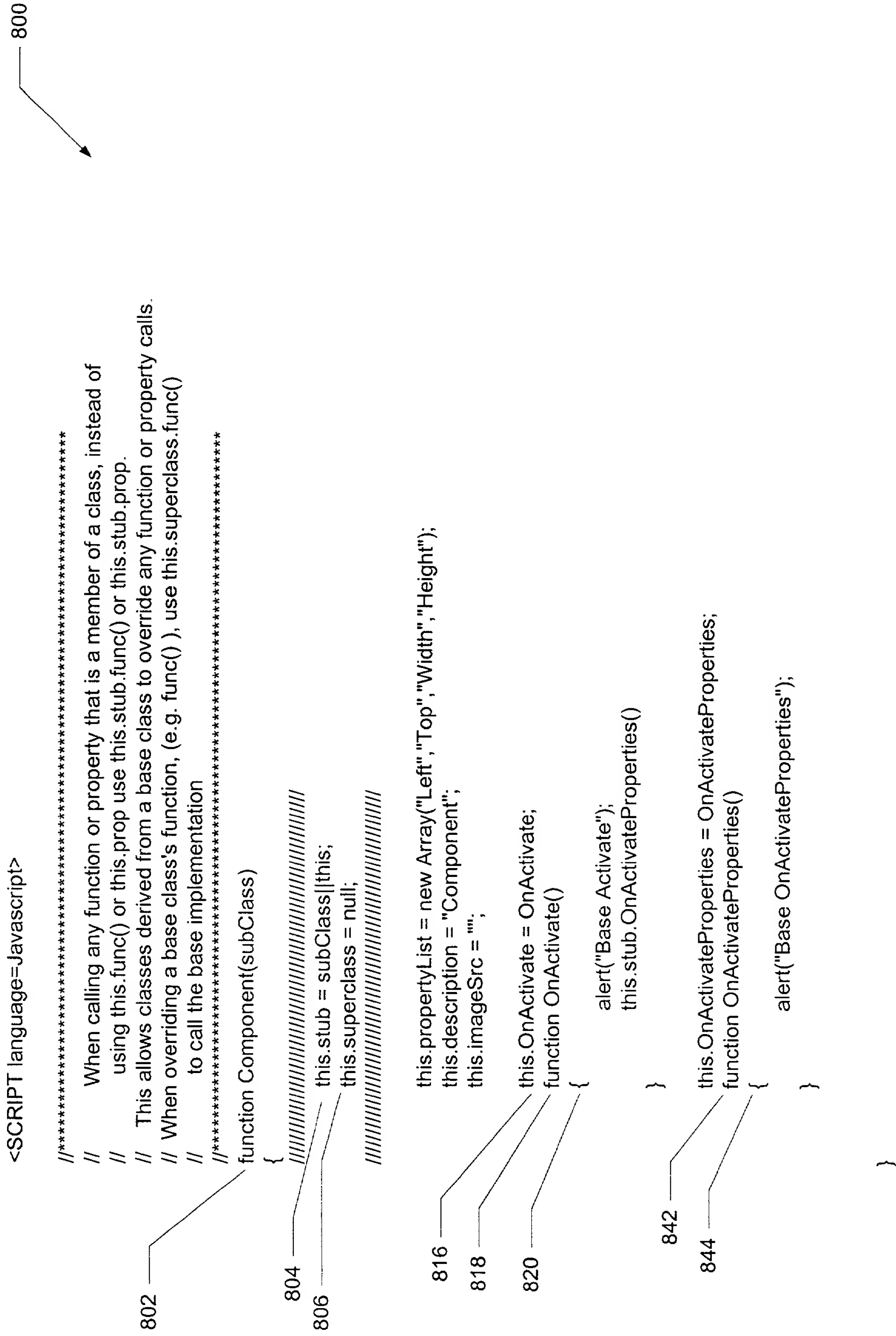


FIG. 15A

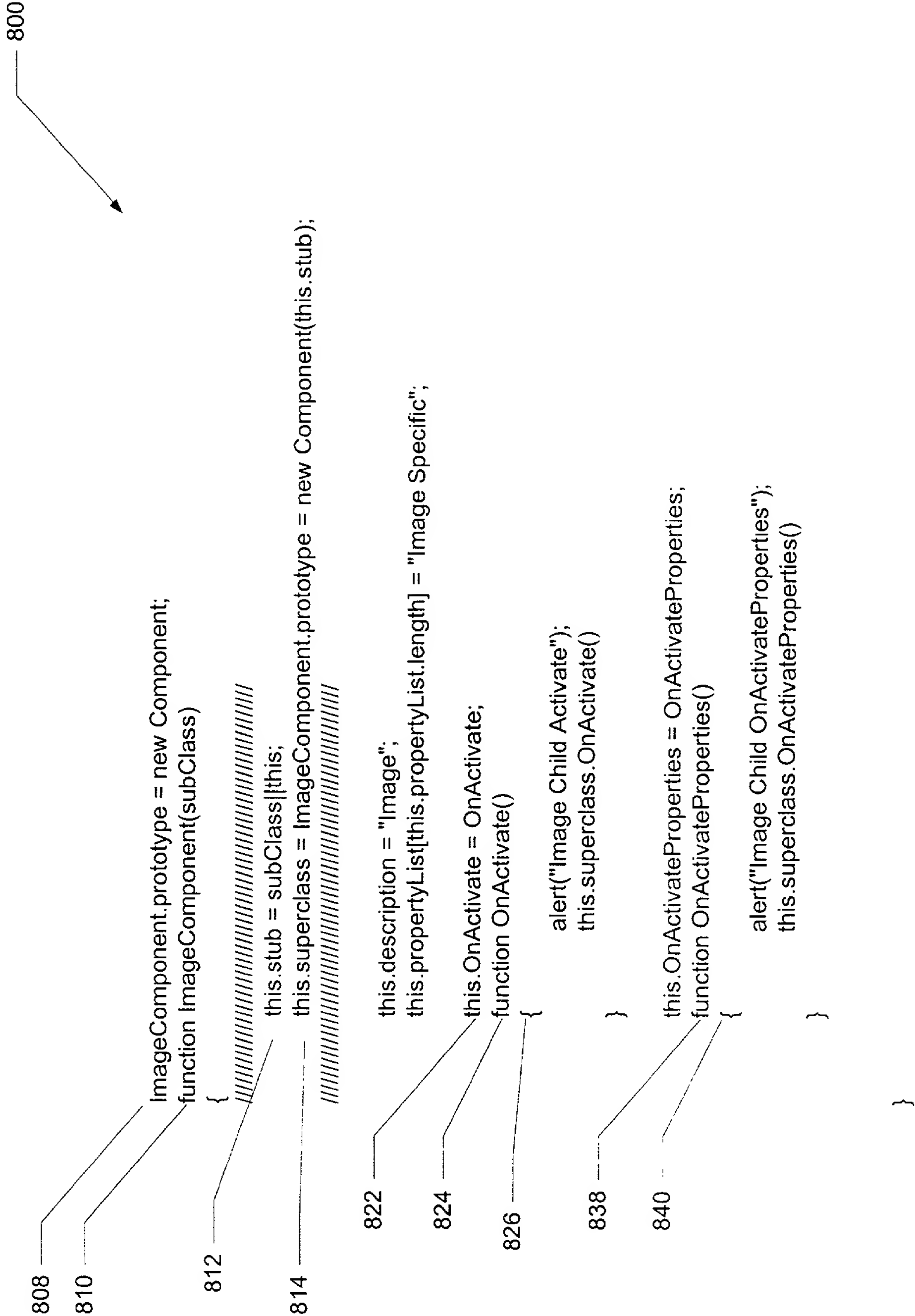


FIG. 15B

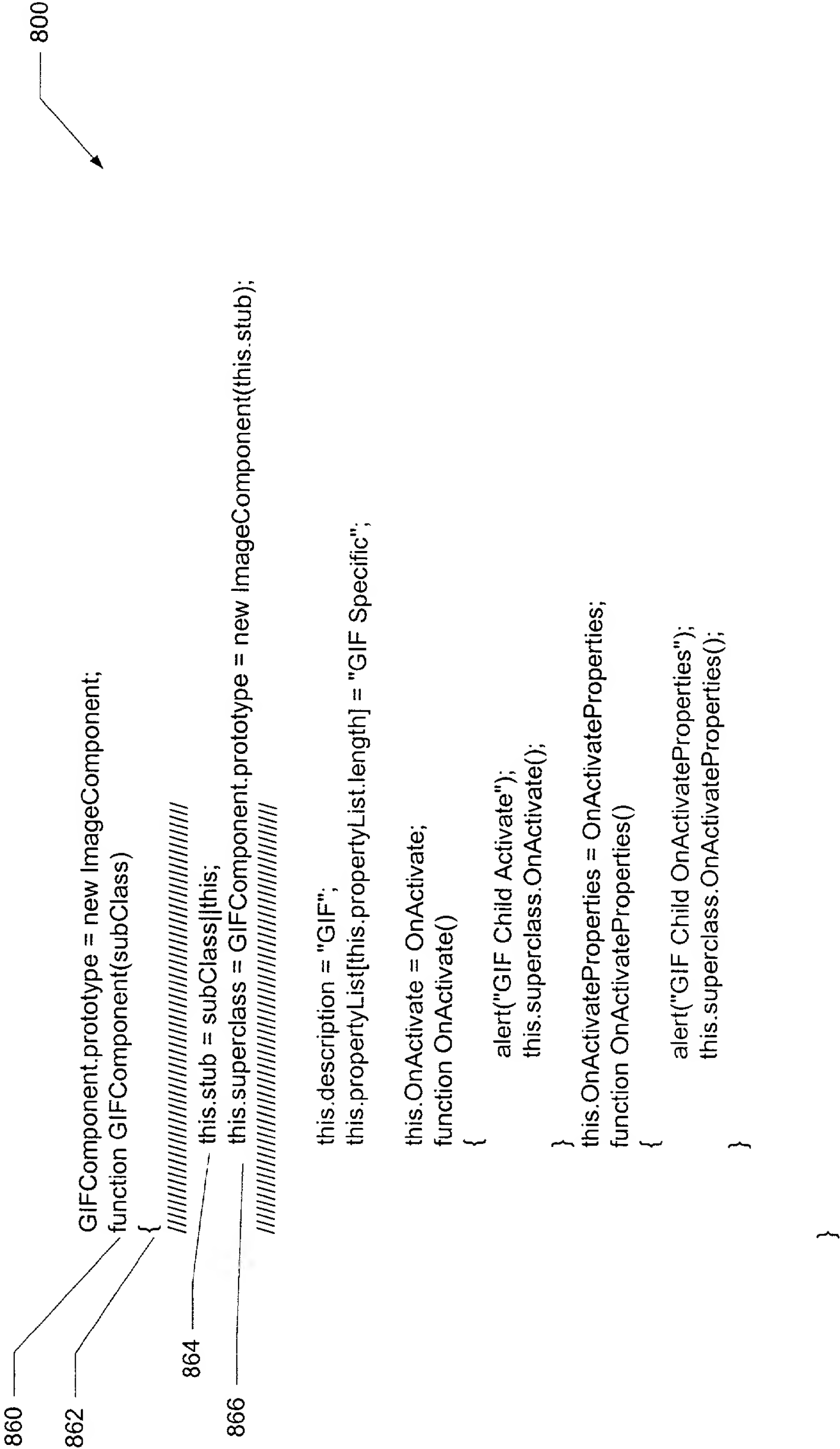


FIG. 15C

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1

1

1

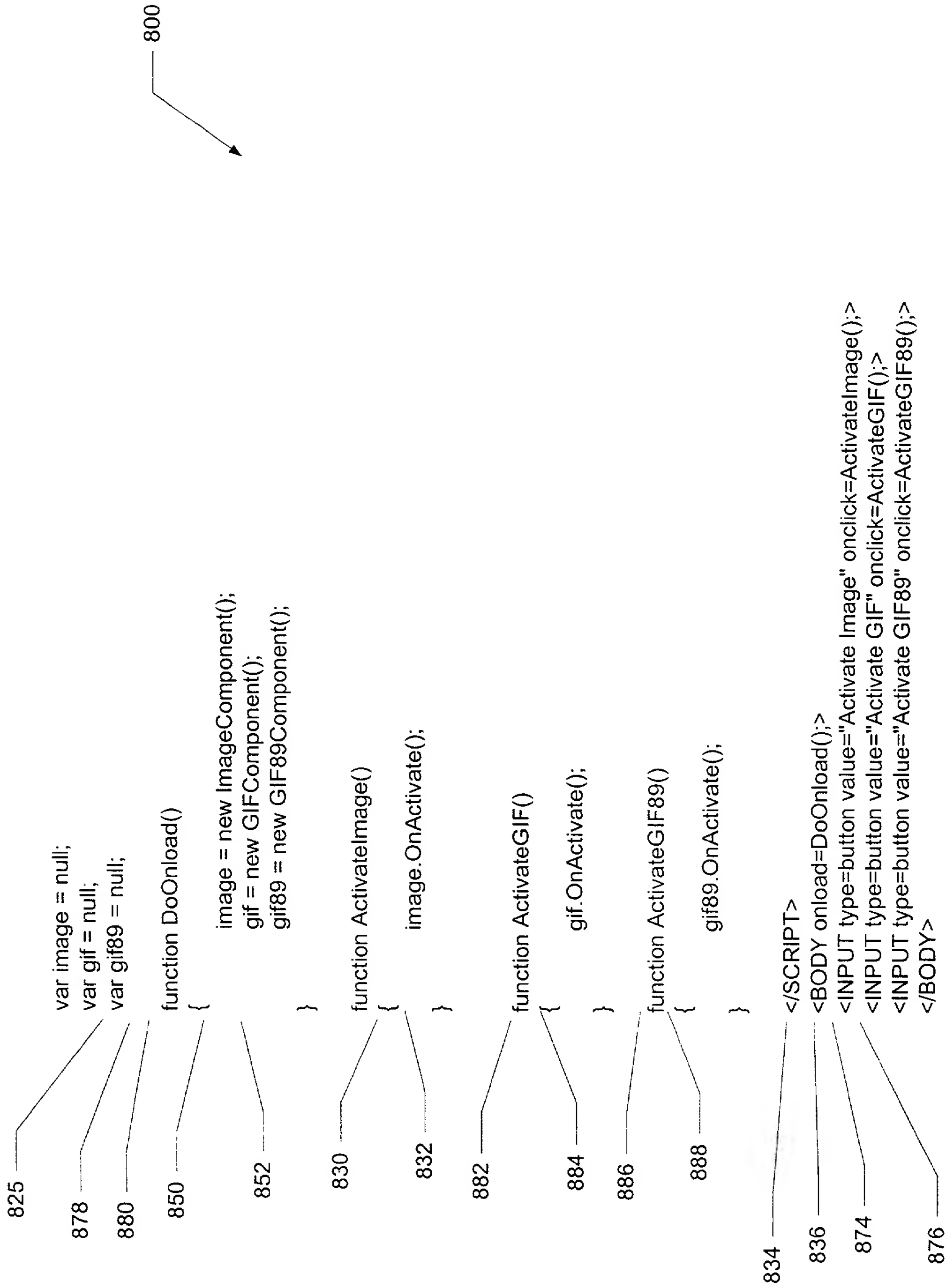


FIG. 15E

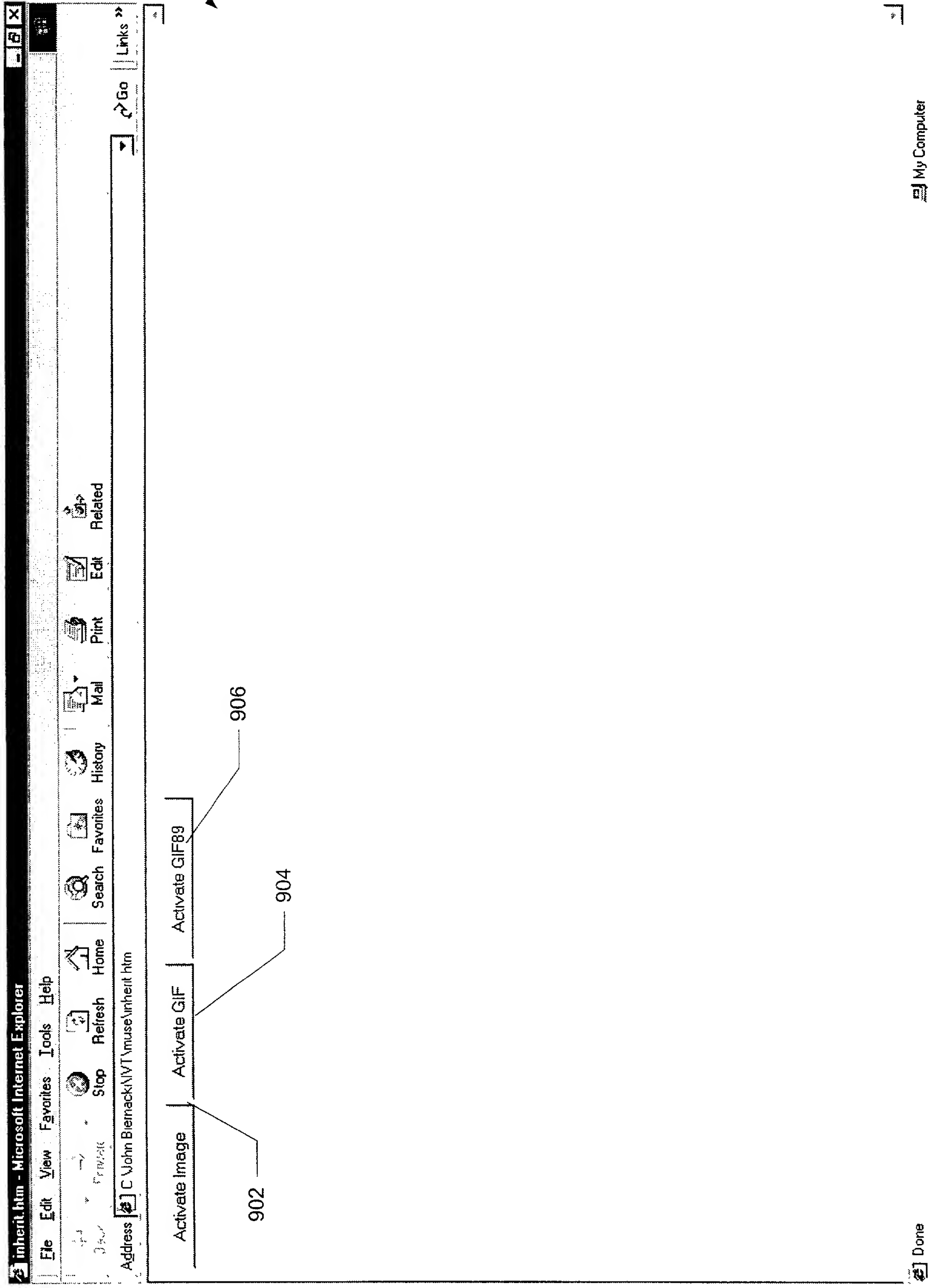


FIG. 16A

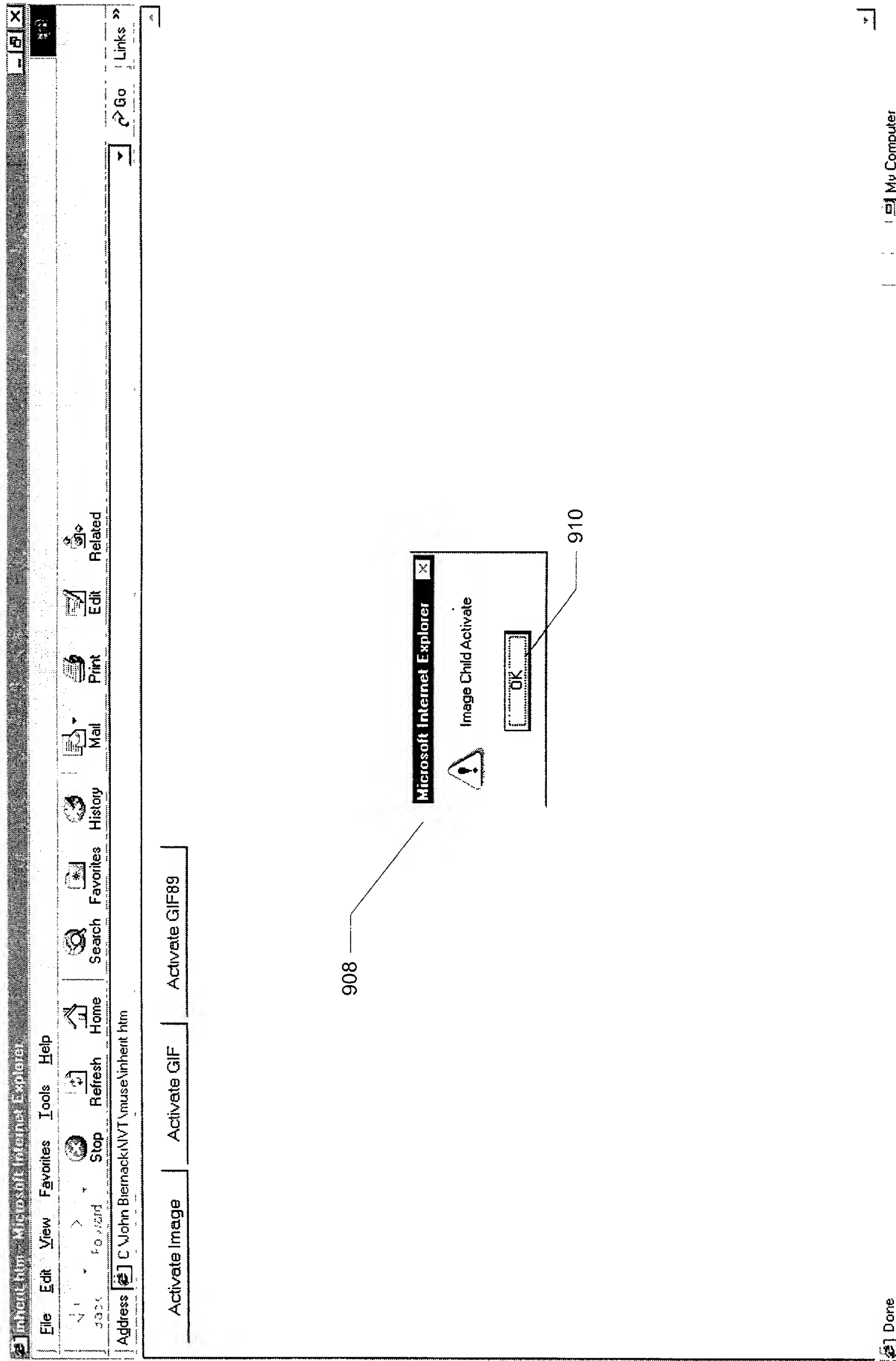


FIG. 16B

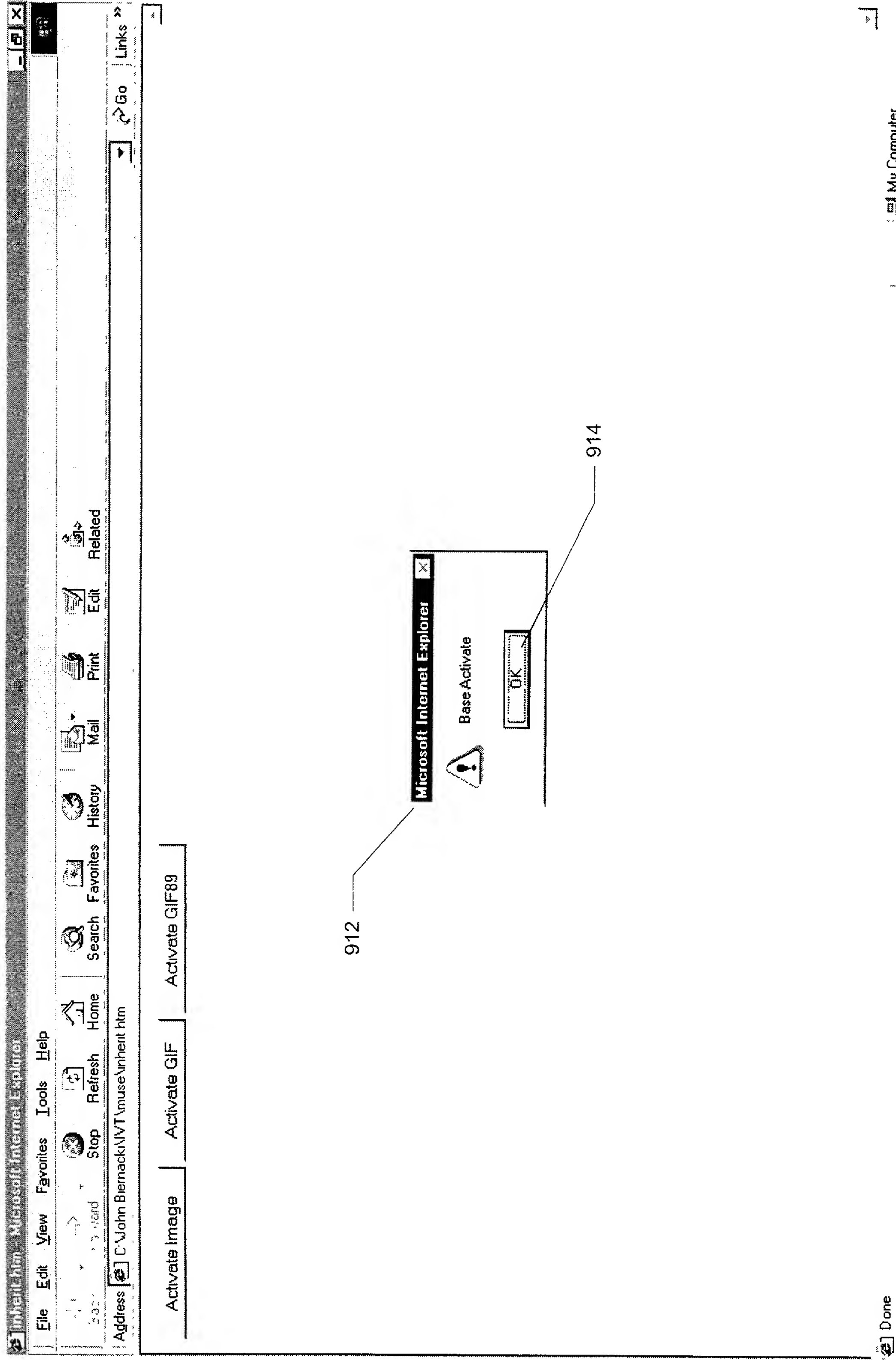


FIG. 16C

2022-10-27 14:58:53

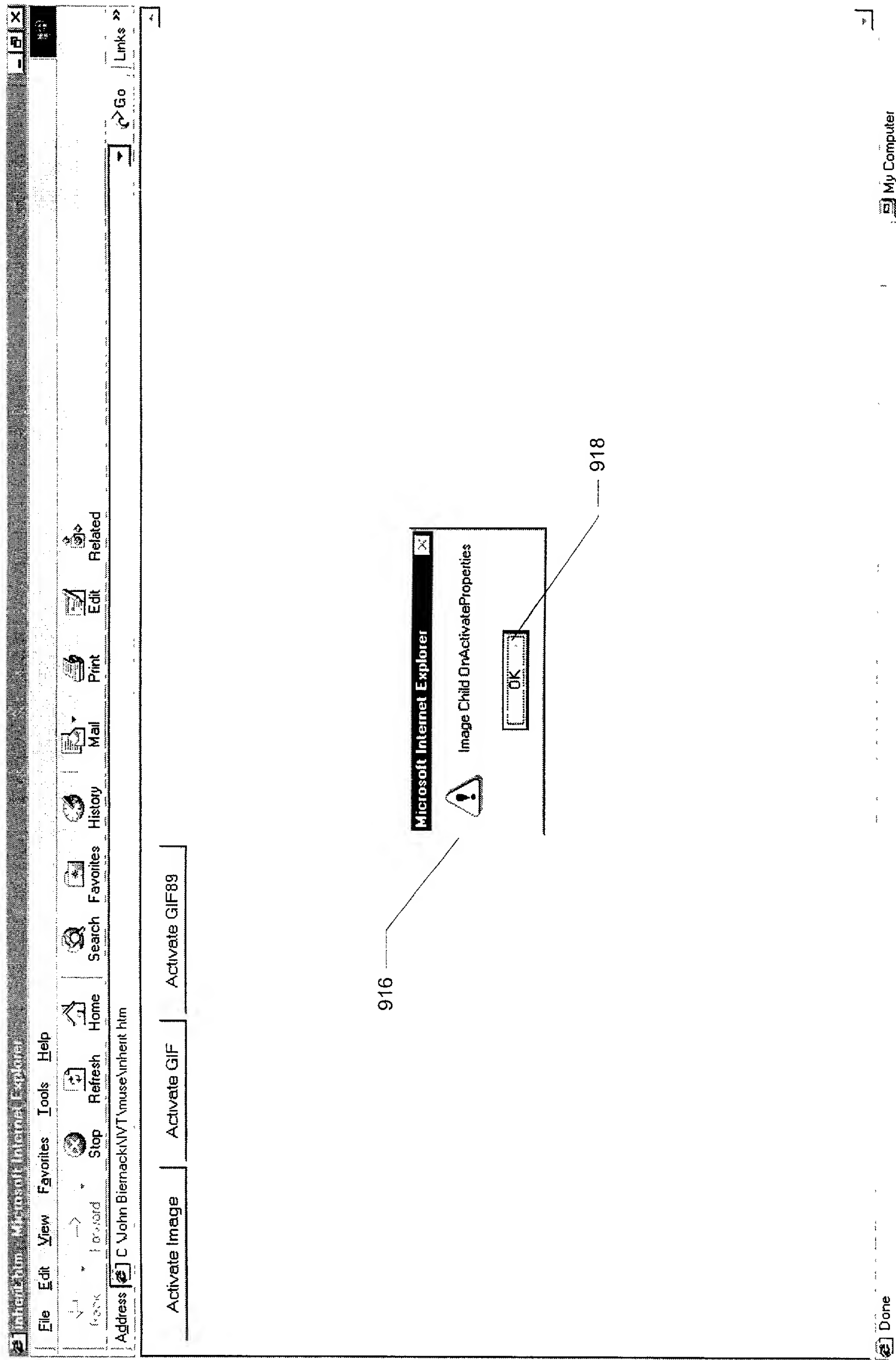


FIG. 16D

2023-10-26 10:50

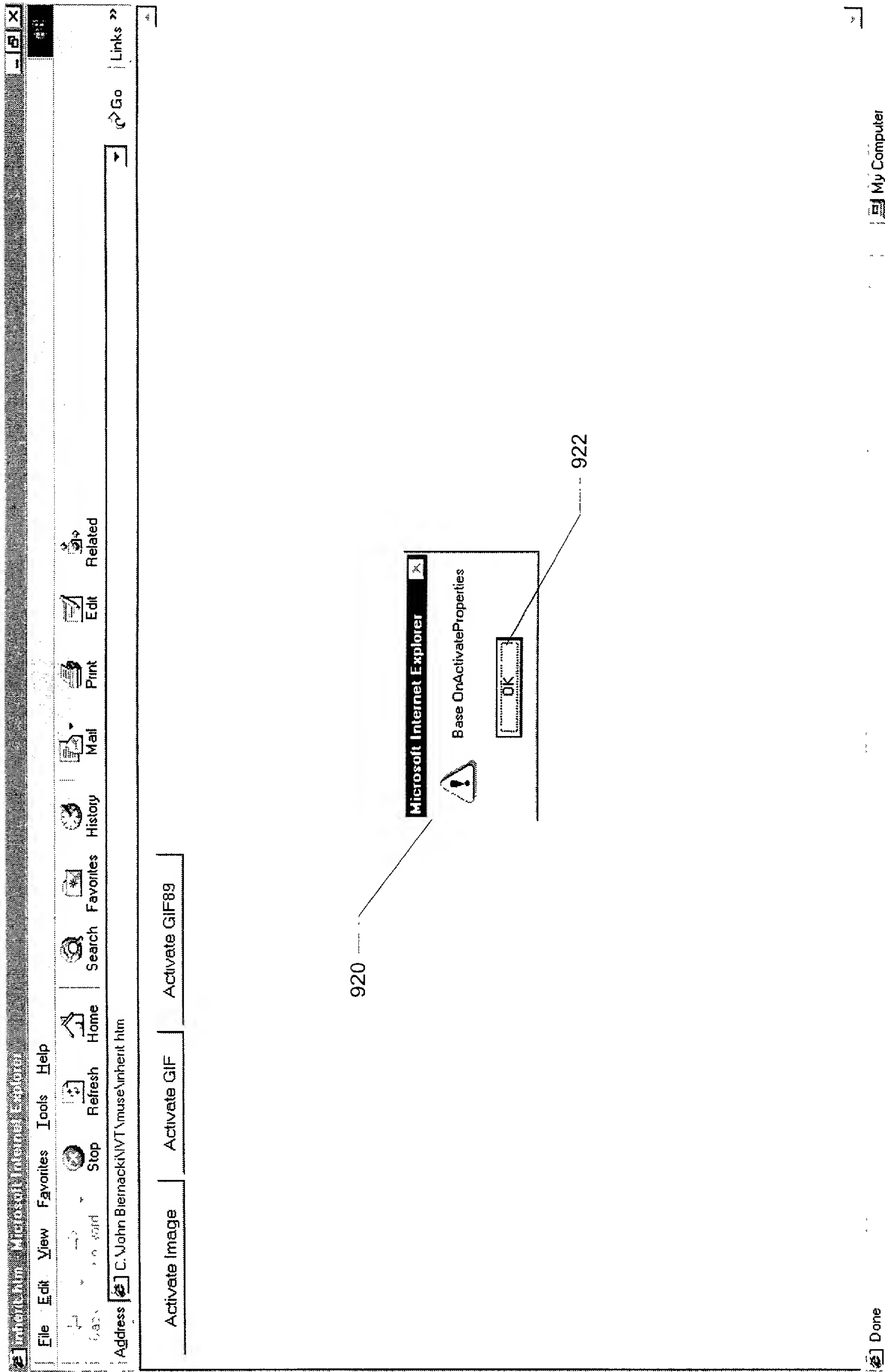


FIG. 16E

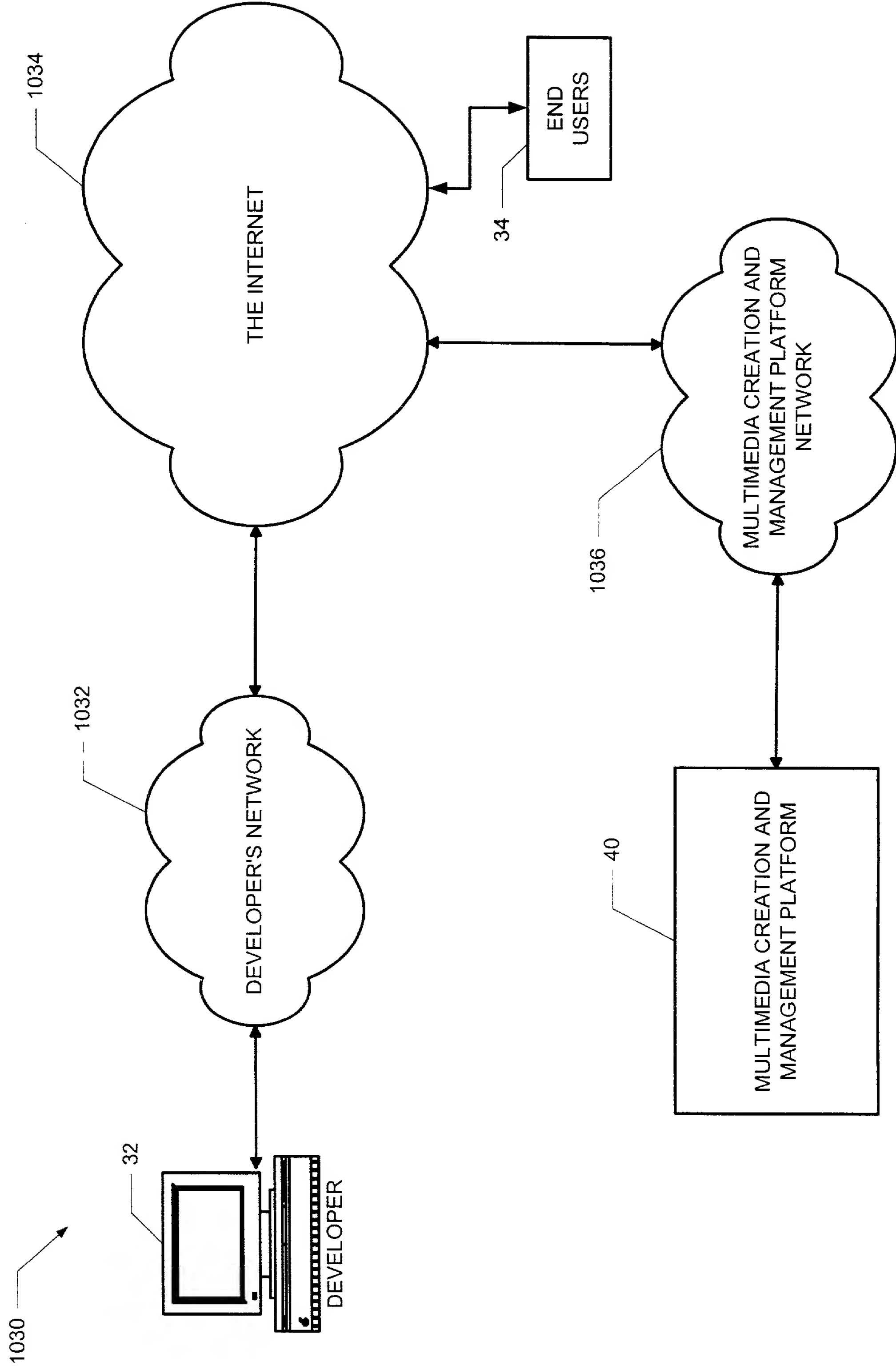


FIG. 17A

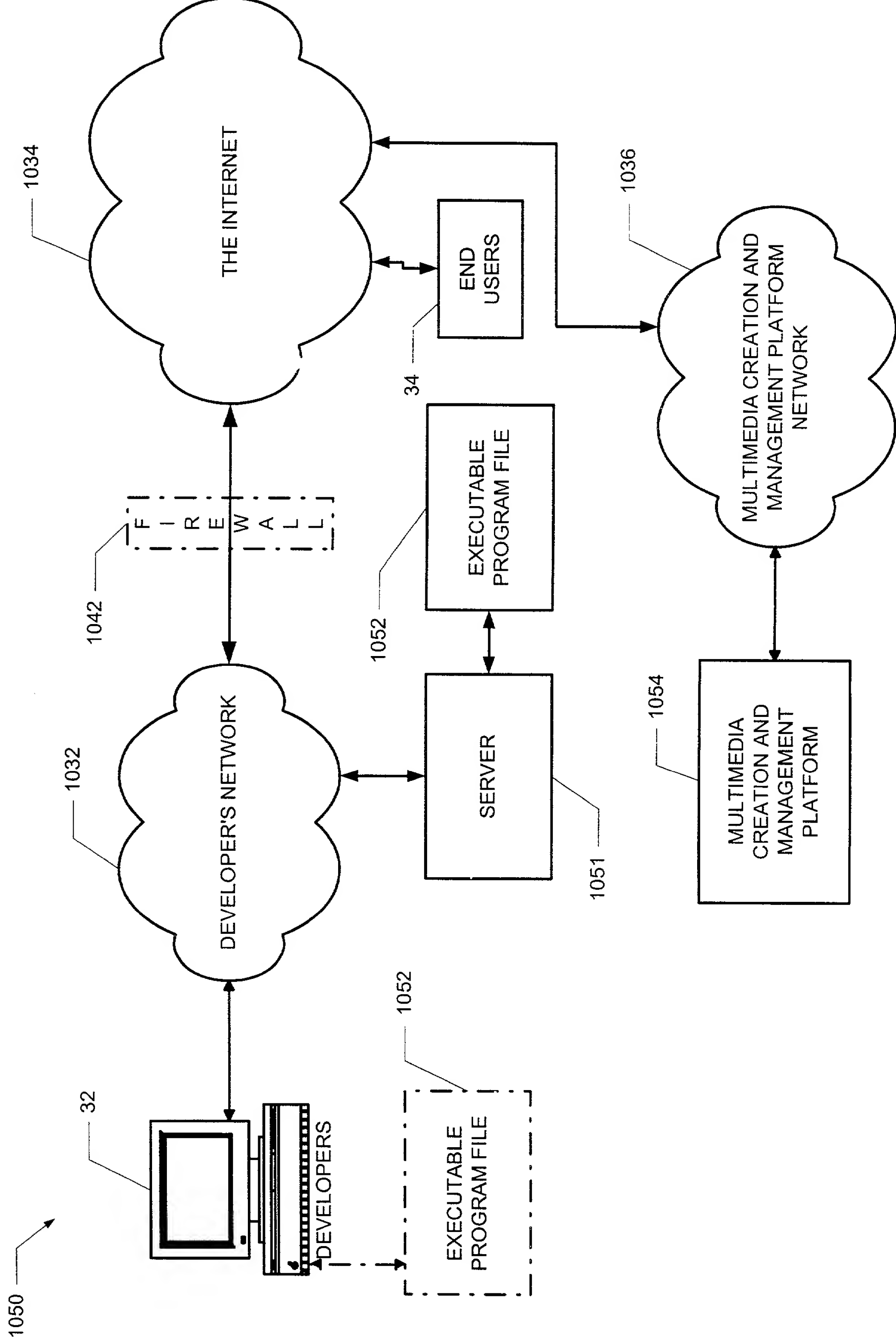


FIG. 17B